

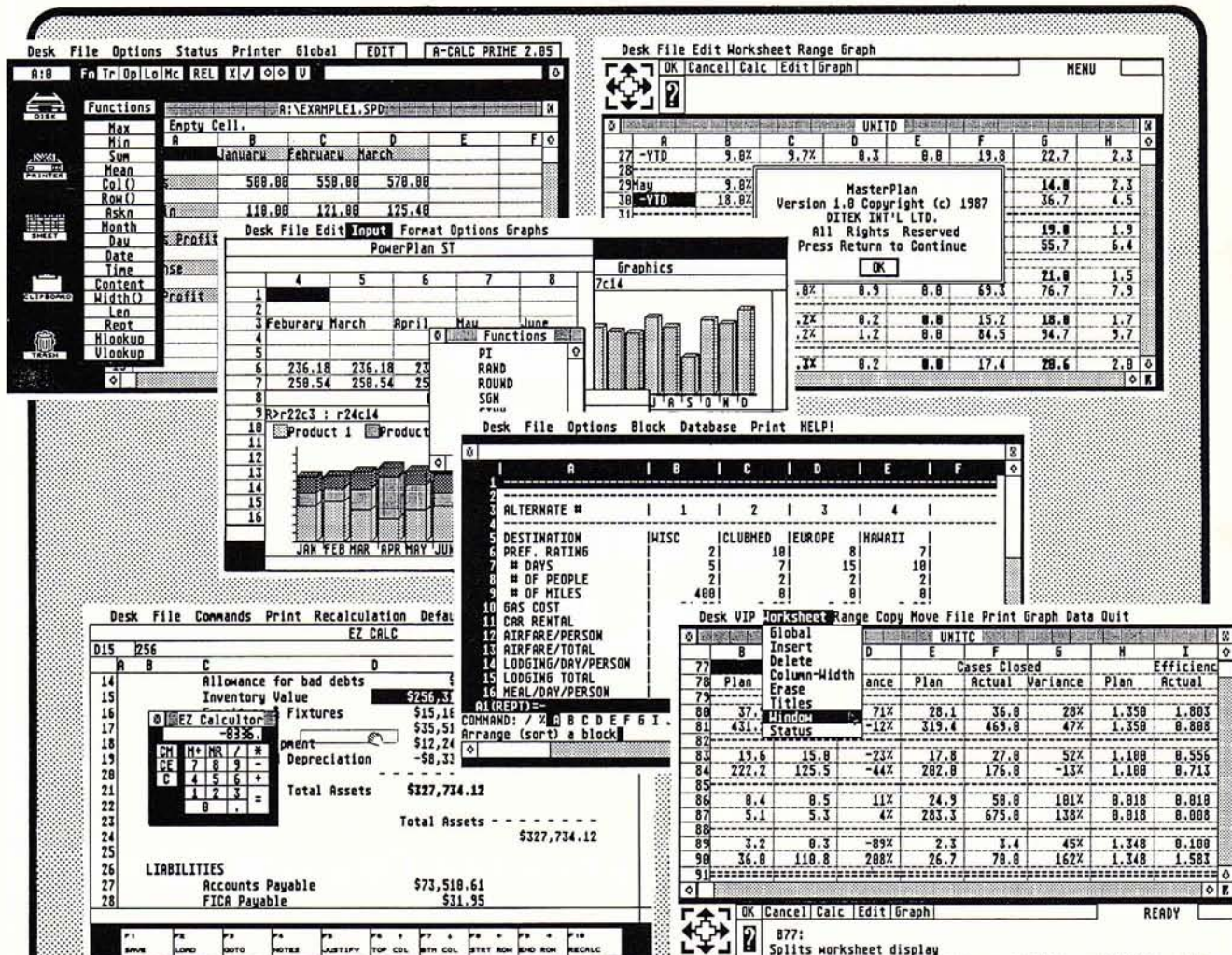
# BYTOWN

## Bytes

THE NEWSLETTER OF THE NATIONAL CAPITAL ATARI USERS' GROUP

September-October 1987

## SPREADSHEET SPECIAL



COMPARISON OF ST SPREADSHEETS



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# BYTOWN BYTES

## SEPTEMBER - OCTOBER 1987

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### The N.C.A.U.G. EXECUTIVE

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[all Atari 16-bit computers]

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[all Atari 8-bit computers]

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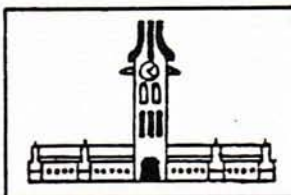
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### N.C.A.U.G. 1987 MEETING SCHEDULE

ST Meetings will be held the last Tuesday of every month; XE Meetings the last Saturday of every month.

#### ST MEETINGS

Tuesday 7 PM  
Sept. 29  
Oct. 27  
Nov 24

#### XE MEETINGS

Sat. 9:30 AM  
Sept. 26  
Oct. 31  
Nov 28

No meetings in December

Meetings are held in the auditorium of the NRC Building, 100 Sussex Drive.

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**Submissions** of articles or advertising copy, subscription requests or back issue orders should be sent to the N.C.A.U.G. at the address above. Local members wishing to submit articles may leave them at G Plus, 130 Albert Street. The deadline for articles and ads is the 12th day of the preceding month.



# RAMTOP REMARKS

Well I could start this months column off by singing Bowie's "Changes", due to the number of changes taking place within the NCAUG.

On a sad note Ted McNicol, ST President, has left not only the club, but the city as well, for a new city and job. On behalf of the club I wish to thank Ted for all of the work he did, from helping out with the ST disk of the month, to running the ST side of the club, to writing reviews for this magazine. His talents and weird sense of humor, that revolved around vans and pigs (???), will be missed.

With Ted's departure comes the next task which is filling the vacancy left on the executive. The ST president's main responsibility is to run the ST meetings, but this does not mean that he/she has to do it all. As anyone who has attended the ST meetings knows there are several members who help demonstrate, and provide the latest news. The election of the new ST president will take place at the September meeting. So if you wish to volunteer or nominate someone please do not hesitate to speak up.

In my last column I reported that Wayne Longman had stepped down as the Advertising/Merchandising Coordinator, and as of the last ST

meeting we now have a new coordinator. The name of Harry Wilkinson will be familiar to readers as being the author of the 3 part article "Introduction to Spreadsheets", and the review of Flight Simulator II. Harry is a pilot himself and currently works for Field Aviation and uses his ST to track stock options. So who better to handle the clubs own stock of disks and advertising?

At the same time as welcoming Harry on board I would also like to thank those people who have volunteered to be the club's store contacts. Hopefully the fact that we are limiting contacts to just 1 store each should reduce the chance of burn out, and give the club a stronger relation with the stores.

Speaking of making contact I would lastly, but not least, like to thank Susan Wattam, area representative for Atari Canada, for attending our last meeting to answer questions on new products, from the members (in some cases we were able to fill Susan in on a few technical things). As we all know Atari has had a problem with vaporware, and it was nice to hear from Susan that she has only dealt with products she knows are in the warehouse; and that now Atari Corp. is taking the same attitude. I am sure Susan, who had never attended a User Group meeting before, came away with a good impression of how strongly NCAUG members feel about their computers, and Atari itself.

Keith Burnage  
NCAUG Director

## The Editor Writes

Contrary to my editorial of last month, the previous issue was not the last issue of Bytown Bytes. The Great 'Name the Newsletter' Contest is officially over, and a winner has been declared! See the article in this issue for the sordid details of this folly.

This issue will look a bit different since we have gone to Times font for the text of Bytown Bytes. It was always our intention to use Times rather than Helvetica, but until recently there was no Times dot matrix printer driver available for use with Publishing Partner. This issue we have even started to do some editing of submitted articles for style, content, and spelling.

Speaking of new magazines, the first issue of RESET magazine is now available. RESET is an Ottawa based ST specific commercial magazine with a slant towards how to use your ST. The first issue has 60 pages, plus covers, and reply cards. It has full colour covers, and a considerable amount of colour inside the magazine. If RESET Magazine is not available at your favourite retailer in your area, ask for it.

So why am I giving so much of a plug for this magazine? Look at the list of staff and contributors to RESET; you may recognize a few names. You may recall a person standing up at one of our spring meetings and asking for members to contribute to a new magazine that he was creating. Well, the magazine is finally a reality; with the help of a lot of local talent.

As a last word on the topic of RESET Magazine, I should mention that although a number of NCAUG members contributed to this new magazine, RESET is in no way affiliated with Bytown Bytes or the National Capital Atari User Group.

This issue of Bytown Bytes features articles on spreadsheets. Glenn Brown has come up with a monster article comparing ST spreadsheets; and Harry Wilkinson features Part 3 of his 3 part article on an introduction to spreadsheets. As is getting to be the habit, I have had to hold back some submitted articles until next issue. My apologies to the authors concerned. Look for articles on databases, new strategy games, and some of the results from the survey cards in the next issue.

Keep those articles coming!  
Until next time ... happy computing!

Bob Thompson



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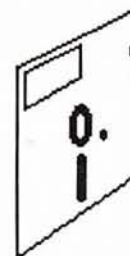
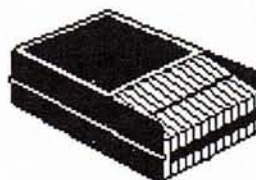
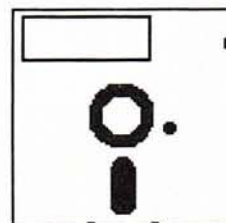
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## The Official Results of The Great 'Name the Newsletter Contest'

Yes, the contest is officially over. The votes have been counted, recounted, analyzed, documented, discussed, and now publically released. We now have an official winner to the contest. The winning nomination, and the new name for our newsletter is ..... (drum roll please)..... BYTOWN BYTES ! Wait, how can this be?? The whole reason for having this ridiculous contest was to change the name from Bytown Bytes to something more global, more sophisticated, more high tech.

OK, let's take a look at how this whole mess came about. By the close of the combined August meeting I had received 35 official entries. I then canvassed 16 people (primarily the club executives and other people who do the bulk of the work for the club) to get their first three choices from the list.

I then tallied up the votes, (3 points for a 1st choice, 2 points for a 2nd, and 1 point for a 3rd choice). Bytown Bytes had 22 points compared to 15 points for the runner up. By counting only first choices, Bytown Bytes still won 6 to 3.

Faced with this predicament, I contacted the big three (the director and the two presidents), to see

if we should consider the results fair, or go for a full club vote on the matter. The decision was made not to prolong the agony any further; although we may reconsider the whole issue if anybody can come up with a decent name.

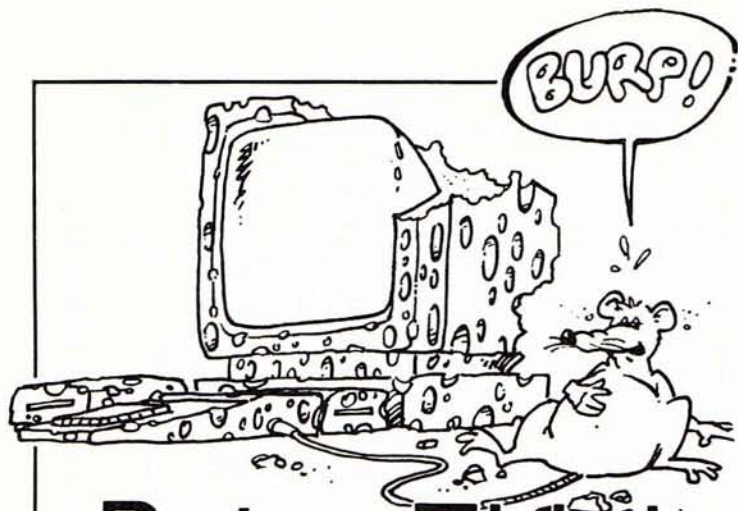
The nominations, in order of number of points they received were as follows: Bytown Bytes (22); Feast (15); Innovative Output (9); Capital Circuit (6); Capial Views (4); eXE/STacy, ATTACK, OTTAWATARI, Capial News (3 each); Ottawa Bits and Bytes, Atari Circuit, Vue Atari, Byte This (2 each); Keyboard Krazies of Ottawa, ST Rap (1 each); OTTAWATARI NEWS, OTTAWATARI HARDCOPY, Hardcopy Ottawa, Stet Cetera, Ottawa's Atarieese, News Vues, News Views, News & Views, News/Views, Nibble, Byte, The NCAUG Circuit, Atari Monitor, Blitter Bits, Control Panel, Mouse House, Modem, Atari After Midnite, MATATARI, Scoop Atari (0 points each).

The biggest question at this time is do we really give Ed Wilton a prize for winning the contest by submitting (or is that re-submitting) the name Bytown Bytes on the official nomination list ?

God I hate it when our club has to vote on things.

Bob Thompson,  
Editor, Bytown Bytes





## Byte This!

I read somewhere that you're getting old when your ears begin to get hairy but I'm sure that there's other symptoms. A few weeks ago, I began to twitch a lot and couldn't feel things with the tips of my fingers. Hairy ears or not, I figured that old age was creeping up on me. How could I face Froot Loops with ear-lobe hair down to my shoulders, numb fingertips and a twitch so bad that the only way I could tie my shoes was to stand in the toilet so that the water would slow things down. No doubt she'd blame the computer. Something about radiation from the monitor had nuked my brain and bombed my hormones.

I noticed that there were other problems like a craving for any kind of music and a funny bounce to my walk. I couldn't help it but I began to go to bars after work. Not your ordinary local tavern but bars with loud music and punk-rock bands on stage. Don't get me wrong, I wasn't there to meet all those girls with their firm young bodies and wrinkle-free faces. I'd just buy a rum, stand at the bar and adsorb the music. I found this oyster bar called "Mussel Beach" which always featured bands with lots of electronic instruments that had a particular attraction for me and I went there almost every day.

Oysters are slimy and it was only natural that that the same type of person would frequent Mussel Beach. I was there one day adsorbing the music and rum in equal quantities when this jerk slithered up to me and offered to help with my problem. I immediately sat in my stool and crossed my legs but he wasn't that kind of jerk (if I ever got into that kind of mess, I could never look Froot Loops in her good eye again). This kind of jerk told me that my problem was very common with computer owners of my age and was known as a "Midi-life Crisis". I know my computer has a midi-in and midi-out, but I didn't know that there was an age qualification to use them. It doesn't seem reasonable that Atari would use ports that you could only use if you were middle-aged and had ear-lobe hair to your shoulders.

The jerk told me that a midi interface really meant that my computer could listen to any sound and convert it to any other sound. A violin could sound like a bulldozer; a bulldozer could sound like a choir of angels and Froot Loops could sound like she was in Australia. Except for the last, I could see no use for any of this. If I want to hear a bulldozer, I just have to go to the local construction site. It's a heck of a lot easier than finding a violin player, enticing him to my house, getting him to scrunch down behind my computer and play into the midi-in port while I type in commands like crazy until I find one that will convert the violin sound to the elusive bulldozer.

I can't figure out what this all has to do with music. After all, a bulldozer is not exactly the 1811 Overture. I don't know why anyone would want the computer to do it so maybe I can understand how. The jerk says that it all has to do with digital sampling. When all these people wearing tuxedos and matching socks get together for a wine party, they take a sip and then spit it out. That's called sampling. When they spit it onto their fingers, that's called digital sampling. Somehow the computer hears a violin, sloshes some wine around its roms and spits it onto its finger chips. If Bernie Atari really wanted to make money, he'd forget about changing sounds and find a way to change the taste of wine to rum. Then if he changed the midi-in port into a funnel-in and the midi-out to a straw-out, he couldn't make these computers fast enough.

To my amazement, the rat kids know all about the midi ports and are fans of a vehicle called a synthesizer. This looks like a small piano that has been castrated so that there's nothing left but the keyboard (I'm told that there is a setting that will allow you to recreate the sounds of that surgery) and is able to fool the listener into thinking that the band using it has all manner of instruments. However, something has gone wrong with this new field of music because the bands that use synthesizers also cut the heads off chickens.

I thought for a while that I had finally found a use for the computer that both the rat kids and I could share, but chicken killing is not the type of parent-child activity that they can take to "Show and Tell" at school. This whole episode has been an education to me. Not only about midi ports and digital sampling and chicken killing but I now know about the effect of oysters on the average male. Froot Loops has gone out and bought a burgler alarm. It's wired right to the SWAT team and runs down the centre of the bed.

I hope these oyster juices wear off soon.

Terry Webb



## A bit of rib

by kathleen wright

remember data base, I did that  
just punch some keys  
and add some things  
and stuff,  
and zap

There I was in my garden, watching a yellowshafted flicker feed its young and counting my apples when it came to me. The machine can count can't it? I'll use data base to count it for me, money that is, not the apples, and then I'll know how much there is!

Now for a bit of history about the data base. This is a mysterious little package that came with our machine, without a manual. Finally, we obtained instructions, but still it waited. One day when I was busy looking around for a poem **the man** nabbed me. "Look at this," he said. "You can keep track of all your files, know where everything is, and calculate your income tax. All with one little program."

Black magic, I thought. I tried not to listen and kept on hunting for my poem. Finally I found it and got away. Some weeks later I was just getting ready to do some dusting and I thought of it again. Data base. Helps you find things. Keeps track of your money. Maybe ...

It took me all day. And the next day too, not including having to turn off the machine and wait. I did something to it, I'm not sure what, but little bombs came on the screen and, when I rebooted, nothing else would happen. Click the mouse once, thrice, a thousand times, no luck. Turn off the machine. Boot it again. Load. Carefully try again. Nothing. Not even bombs. I had to turn it off and wait. Ten minutes was not enough. It remembered something, and it wouldn't work.

I have trouble with my memory too, can't remember where I put things. I had this really good chili recipe a friend gave me, and I liked to make a big pot of it once or twice a year. It was great, because not only was it delicious, it saved cooking later in the week. I lost the recipe and had to obtain it a second time. Believe me you, I really hate to have to admit this, but

I lost it again; it was very embarrassing to ask my friend to give me the same old chili recipe the third time round.

But, voila, the machine! Saved for evermore! I typed in the recipe in the word processor mode, and saved it on a disk. I printed it. I made chili: we had chili for supper, some for the freezer, some for later in the week. I put the recipe away in one of my books, I forget which one, but it doesn't matter anymore. The machine will remember.

Anyway, eventually I got my filing system to work. I'm not sure how well, since we've already done this year's income tax. Besides, **the man** actually **does** the income tax. I keep track of the files, where everything is (receipts, etc.) while he gets the fun jobs!

So the budget is easy, right? I need to load it to 'MAKEONE' and draw some little boxes. One for money in. One for money out. One for the month and one for the due date. Maybe a few extra to write things in, and then I'll 'USEONE' and make some files, one for each account.

So I did, right? Today, this very afternoon. It only took a few minutes to type it in, then a few more to make a report so I could print it all out, and the nice feature, the machine adds all the "in" money and all the "out" money and ...

It worked! It really worked, it figured out the money in and money out - too bad, too much money out! No new computer toys for this week, or next week, eh what? And, in case anyone wants to know, I now have the total of my due dates for all of August, this crazy machine adds everything.

yours,

as ever





# SNEAK ○ PEEKS

Just before the summer began the number of new titles had slowed to a crawl, but with fall upon us new titles are multiplying like rabbits again to keep our drives whirling. With so many new titles there is no room for the Still in Town sections, but I somehow doubt that you will be upset with this month's column emphasizing what's new in town. Perhaps the best news about the number of new titles in town is that the XE system has not been ignored.

## COMING ATTRACTIONS

### BORODINO (KRENTEK)

This is a simulation of the three day battle between Napoleons' Grand Armee and the Imperial Russian Army, commanded by Kutusov, that led to Napoleons' downfall. The game is comprised of 8 scenarios ranging from the historical to what if that cover combat between a dozen units or all 150 units. Action can be set for real time or accelerated real time to speed things up, and can be played at 3 skill levels that allow for the effects of fatigue and morale of the troops. Units include infantry, cavalry, and artillery that are controlled via a joystick which allows you to alter such things as unit formation, and stacking of units. A two player game that has a solitaire version that only lets you play the side of the French, and includes rules to play-by-mail. (XE) Release Fall '87 \$59.95 U.S.

### REBEL CHARGE (SSI)

Following up on their success with Battle at Antietam, and Gettysburg: The Turning Point, Chuck Krogel and David Landrey offer us their latest game covering the American Civil War. Rebel Charge at Chickamauga covers this 2 day battle at the brigade or demi-brigade level, and like the other games has 3 skill levels. This game has the look and feel of the previous games since it uses the same game system used in Antietam and Gettysburg. However a couple of changes have been made. The time scale is now one hour per phase, and due to the size of the battle there are two maps included, 20X10 squares and 40X20 squares. (XE) Release Fall '87 \$64.95 Can.

## NEW IN TOWN

### STARFLEET II (INTERSTEL)

Fed up with being out numbered by those nasty Krellans? Then star Fleet II: Krellan Commander puts you on the winning side by giving you command of a Krellan Battle Fleet whose mission is to take the fight to the soft United Galactic Alliance. Make a name for yourself as the Attila the Hun of the galactic space.

Star Fleet II has many of the features of the original game, like crew fatigue, interaction with captives, and 35 galactic regions that have 1700+ star systems. Form landing parties to boldly go where no Krellan has gone before, and use the new commands, intelligence, logistics, planetary invasions, obliterator pods to handle multiple mission objectives. The game features a large number of screens to display the various information that will affect your command decisions. (ST) \$74.95 Can.

### JUPITER PROBE (MICRODEAL)

Another title to join the ranks of you against an alien menace shoot-em up game. Seems a less than friendly bunch of ETs have set up shop in the Jovian system, and it is up to you in your scout ship to lay out the welcome wagon. Actually your main goal is not to waste space critters, but to gain information about the aliens and survive. To help you out your ship is equipped with a battle computer, shields and ultra sonics to handle alien drones and their mother ships. (ST) \$34.95 Can.

### GUILD OF THIEVES (RAINBIRD)

Remember The Pawn? Remember solving The Pawn? If you can answer yes to both questions then you may want to tackle The Pawns' sequel, The Guild of Thieves. Once again you are back in Kerovnia, but seems things have changed for the worse. Features the same hi-res graphics that made The Pawn one of the best selling graphic/text adventures around. (ST) \$59.95 Can.

### SUB BATTLE SIMULATOR (EPYX)

Yet another submarine simulation that offers the most flexibility to date. You can try your hand at commanding either an American sub or a German Kriegsmarine U-Boat, in either North Atlantic or South Pacific action. You can either perform one of the sixty missions or try to survive through the entire war. Sub Battle looks to be a combination of Silent Service and Gato, but early reports suggest that there are a few bugs that take away from the realism of the game. (ST) \$54.95 Can.

### GREAT BATTLES (ROYAL)

(6.5) Finally a true war game for the ST!! Better yet make that war games since Great Battles lets you try your skill at four historical battles. GB can be best described as a combination of Borodino and Rebel Charge, with 2 of the battles covering the Napoleonic era, Battle of the Three Emperors, and the battle of Waterloo. The other two battles cover the American



Civil War, the battle of Shilo and Gettysburg. GB allows for 1 to 4 players with the computer playing either side. Some of the features are unit fatigue, multiple weapon types, infantry, cavalry, leaders, gunboat units, and optional rules covering limited intelligence, unfortunately when playing against the computer it does not blank the screen when it is making its moves so you wind up seeing the displacement of its forces hidden units and the ability to alter the arrival of reinforcements. GB takes advantage of the STs graphics, and the rule book covers the basics, but some more depth on the scenarios ala Microprose's Command Series would have been a nice touch (ST) \$44.95 Can. To be reviewed next issue.

### COURSE DISK II (ACCOLADE)

For those fortunate enough to have aced the three courses included with Mean 18, Accolade has three more courses awaiting you. Famous Course Disk II includes Turnberry in Scotland, Inverness Club in Ohio, and Harbour Town in South Carolina for you to pit your golfing skills against. (ST) \$34.95 Can.

### LEISURE SUIT LARRY (SIERRA)

The full title of this game is Leisure Suit Larry in the Land of the Lounge Lizards. This game is another in the growing field of adult software. Unlike Leather Goddess of Phobos this game is rooted firmly on planet Earth. In this text/graphic game you play the part of Larry who has hit the big four-ooh, and is celebrating by spending a night on the town drinking, dancing, gambling, and looking for Ms. Right. The object is to get Larry to be less of a nerd, and to see to it that he will be singing Madonnas' "Like a Virgin" before the night is out. (ST) \$49.95 Can.

### ACE-OF-ACES (ACCOLADE)

Another simulation/arcade format game that Accolade has become known for. Ace-of-Aces puts you at the controls of one of WW II's famous fighter bombers, The RAF Mosquito. As the pilot your mission is to penetrate Nazi held territory, and take on the Luftwaffe, bomb railways, U-boats, or V-1 Buzz bombs. This game lets you pick from specific mission types or lets you take on everything and anything. The game uses an extensive number of screens to simplify controlling the airplane from pilot, engineer, navigator and bombardier. Plus you must find the right combination of ammunition, and fuel to complete the type of mission you have selected. The game is for 1 player, and has decent graphics. (XE) \$39.95 Can.

### Q-BALL (MINDSCAPE)

If you are looking for something other than the standard billiard simulation, Q-Ball may just be it. While a combination of billiards and bumper pool, Q-Ball combines those two games, and put the result

inside a zero gee 3-D cube. The game features good graphics that allow you to rotate the cube table in real time. For 1 or 2 players. (ST) \$39.95 Can.

### GRIDIRON (BETHESDA)

(6) For those who prefer the sounds of grunts and groans to the crack of the bat Gridiron fits the bill. The game lets you pick from 38 offensive and defensive plays with the ability to make your own play book. Players, in the game, are not based on any real NFL players, but they are rated for speed and strength. The game is for 1 or 2 players, and comes with 4 skill levels, voice synthesis, smooth flowing graphics, random fumbles and penalties. For those who have single sided drives you will have to send the double sided disk, that comes with the game, back to the company to get two single sided disks to play the game. (ST) \$69.95 Can.

### AUTODUEL (ORIGIN SYSTEM)

Now ST owners get to check out this latest XE game. Based on the board game Car Wars, and similar to Roadwar 2000, this game puts you in a gladiator type role, in the future, where battles are won and lost on the road. Design your own custom road vehicle by souping it up with armor, and a wide variety of weapons, and then take a mechanics course or stop over at the arena to practice your combat skills. (XE/ST) \$69.95 Can.

### PIRATES (STAR SOFT)

The full title is Pirate of the Barbary Coast, a strategy /arcade game for 1 player that was first released for the ST, and is now available for the XE. Pirates puts you in the 18th century as a captain of a trading frigate sailing along the Barbary Coast to raise enough money to pay the ransom to free your daughter from Blood-throat the Pirate. Besides looking for Bloodthroat's hide out, you will have to deal with other pirates eyeing your loaded down ship. Unlike other quest type games, Pirates can be solved in 90 minutes. (XE/ST) \$34.95 Can

(The number system: 1 for terrible, 3 for tolerable, 5 for okay, 8 for excellent, 10 for fantastic)

Keith Burnage  
(c) AKA '87

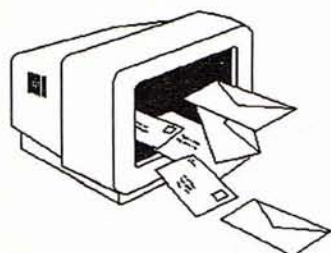


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# THE MAIL BAG

Well the second installment of the Mailbag is finally here with a few changes. Seems people liked the column, but what they did not like was that I did not include the address of the companies mentioned so I will be including the addresses to solve this problem, and to stop the phone calls.

There was no Mailbag in the July-August issue, not due to the mail strike, but to a lack of mail. Fortunately the summer lay off has allowed enough envelopes to pile up so with further ado the envelopes please!

Just when you thought that there were enough ST based magazines another magazine is making its presence felt. **ST X-PRESS** has been around since last December, and is run by a former Atari user, and dealer Rich Decowski. The magazine offers hackers monthly columns on Assembly language, Forth programming, GFA Basic, C language, and Pascal programming. For those of us who are less technically inclined **ST X-PRESS** also has a monthly column on MIDI written by Stefan Daystrom of Hybrid Arts, desktop publishing, and Off the Wall, their own version of this magazines Byte This! column. The magazine has close to 20 reviews per issue, and can be purchased for \$3.95 U.S per issue (\$35.00 U.S for a subscription) or \$8.50 U.S for magazine and accompanying program disk (\$75.00 U.S for a subscription or \$65.00 per subscription if bulk ordered).

Speaking of ST magazines, **RESET: The ST Almanac** should be ready to hit the shelves by the time you read this. How do I know, well I have seen the actual printed pages, and they look very nice. Plus our editor told me that he would have a few issues by the middle of the month. For those who do not know it **RESET** is a locally produced professional magazine that will cover subjects from programming, editorials, and reviews. Several of the writers are from the NCAUG!!

**Abacus Software** known for their array of books on the ST, are offering a special bulk purchase offer for user groups. The minimum order must be for 10 books at \$120+\$10 S/H U.S. This offer is for all books published by Abacus, and includes the optional program disks for the books. Orders must be placed by the user group, with no individual orders allowed and the offer is valid until October 15th of this year.

At the same time Abacus Software has released three new software packages. **ChartPak ST** (\$49.95

U.S) is a program that allows you to generate your own graphs or charts, bar and pie charts to name a few, using the STs GEM abilities. **ChartPak ST** can be used in conjunction with Abacus' **PowerLedger ST** spreadsheet, although the release did not state if information can be ported over from other spreadsheet programs. On the other hand this program can be used with various graphic programs, it is **DEGAS** compatible, to handle any enhancements you may wish to add. The manual uses tutorials for the beginner, and also has sections for the advanced user, and requires a color or monochrome monitor.

The second software release is for yet another word processor. **BeckerText ST** (\$99.95 U.S) is a follow up to Abacus' **TextPro** word processor, that contains all of its predecessors features, and its own unique features; fast **WYSIWYG** formatting, automatic hyphenation, ability to save a portion of an ST screen and print it as text, and an online dictionary. At the same time **BeckerText ST** allows you to make calculations within text, the ability to have up to five columns on one page, and can be used as a C editor with the online dictionary acting as the C syntax checker. For those who make working copies of their master disks **BeckerText ST** is not copy protected.

For those who have yet to purchase a spell checking program, tsk, tsk, for their word processor, **ElectraSpell ST** (\$19.95 U.S), also from Abacus, is now available. While designed to work with their **TextPro** program, **ElectraSpell ST** also works with **FirstWord** files, and any **Ascii** file. The program has a 30,000 word main dictionary, shows questioned words in context, lets you replace or skip all occurrences, and add words to a user or document dictionary. For those who are considering buying **TextPro**, it is being shipped with **ElectraSpell ST** at no additional cost.

If the cost of software is scarring you then **ST-USE** may solve your problem. **ST-USE** offers you the chance to re-cycle software you have tired of or do not use by exchanging it for software at no more than 40% of list price. This is not a pirate organization, but an organization designed to allow you to swap your old software for programs you do not have. Only original program disks with original documentation is handled by **ST-USE**, and the user is not allowed to keep any copies of the program or documentation. An interesting feature of **ST-USE** is that they reserve the right to reject software to be considered dogs, and all programs are tested to make sure they function properly before they are shipped. If you receive a damaged program **ST-USE** will send out a replacement. There is a one time membership fee of \$24.95 U.S or send \$2 and a



SASE will provide you with a list of available software.

**Artex Innovations Ltd.**, in Red Deer Alberta, show that not all computer products are developed in the U.S and the U.K. **ViewTouch** for the ST allows you to create a point-of-sale system, as the name implies, by touching the screen. This product is actually several programs that let you create an application that has the look of one written in Megamax C without requiring you to learn the language. View Touch requires that you have either Neochrome or Degas to first create your output screens. Then using the included Databridge program you overlay the touch points onto the screen created with Neochrome or Degas, and finally the actual touch screen is used to activate the touch points you created to carry out the functions you require. ViewTouch is made up of a touch screen, Databridge, Apply Core to run the completed application, and B+C Tree Data Base. The total cost is \$1599 Can. and includes the cost of the hardware, software and license fee.

**Intellect Electronics Corp.** is another Canadian company that is also responsible for the only two pieces of XE news. The first product is the **Emulator 2X** (\$45.95 Can.) that is of interest to owners of the Duplicator who want to keep the abilities of the Duplicator while using the Cheerup Enhancement. The Emulator 2X is a hardware modification that lets you create a master circuit board that can handle both the Duplicator Eprom and the Cheerup Upgrade or the Duplicator and the Happy Rom, and lets you switch between the two.

The second XE product is for those with 1050 drives who tire of notching their disks and putting on and then taking off write protect tabs. The product, which apparently does not have a name, installs switches through the ventilation slots that will let you disable the 1050s write/protect mode, and by flipping the disk to the back side you can quickly format it. The product can be purchased individually (\$21.95 can.) or can be bulk ordered by User groups (\$170 Can.) in orders of 10 units.

The finally bit of mail is from **ICD Inc.** who are known to XE owners, but are now making their presence felt in the ST market. **ST Host Adaptor** (\$139.95 U.S) is for those adventuresome few who like to do things from scratch. In this case ST Host Adaptor is for those who want to build their own hard drives. This product lets you use standard components, ST506/ST412 hard drives, with ST Host Adaptor. The ST Host Adaptor includes a built in batter time/date clock that sets the TOS clock, lets you have 7 SCSI devices run via the STs DMA port, autoboot software, format software and has built in error and verify functions.

For those who concentrate more on ready to run software than do it yourself hardware there is **BBS Express! ST** (\$79.95 U.S) written by Keith Ledbetter who is responsible for the popular 8-bit Express BBS! program. This program allows for the creation of on-line games, sysop customizing of menus and functions, set up a BBS mail order system, and an Intelligent Menu System that lets the sysop conduct surveys.

Well the Mailbag is now empty, but let's hope it fills up in time for the Christmas edition. Remember that I will be have the above mentioned product announcements available at the meetings for those who want more indepth information.

See you next month!  
Keith Burnage

ST X-PRESS  
P.O Box 2383 LaHabra, California  
90632  
United States

ABACUS SOFTWARE  
P.O Box 7219 Grand Rapids, Michigan  
49510  
United States

ST-USE  
P.O Box 524 South Egremont, MA  
01258  
United States

ARTEC INNOVATIONS LTD.  
4710-A 50 Street  
Red Deer, Alberta  
T4N 1X2  
Canada

INTELLECT ELECTRONICS CORP.  
Box 6374, Station "C"  
Victoria, British Columbia  
V8P 5M3  
Canada

ICD INC.  
1220 Rock Street, Rockford IL.  
61101-1437  
United States



# Toronto Dealers' Show

BY GLENN BROWN

Last weekend (August 14-15-16), Atari Canada sponsored a new product show and software showcase for its dealers. The Press and Users groups were also invited to attend. The main purpose of the weekend was a series of sessions for the dealers (and Mega dealers), but the software booths were more than enough to keep me happy.

First, the news: the Megs are now being shipped to Canadian dealers in limited quantities. Atari Canada has initiated a value added approach in granting Mega dealerships: each must meet three criteria: an external sales force, a large retail outlet, and an agreement not to discount the Megs, which will sell for \$2299 (Mega 2) and \$3299 (Mega 4).

Atari was showing all of its announced product in production form: the Mega 4, the Laser, the PC, the 7800, and even the XE game system.

Let's take a walk around the show, and see what's coming:

**Abacus** were showing their books, along with PaintPro, TextPro, PowerLedger, and DataTrieve. Coming soon are ChartPak ST, BECKERtext ST (a high-end word processor with column math, auto-hyphenation and indexing, multi-column output, and more), and Electra-Spell.

**Analog Magazine** were there. Unfortunately the magazines that were shipped to the show didn't make it.

**Antic Magazine** were displaying a couple of programs that had everyone drooling: Spectrum 512, and the extensions to CAD-3D; Cyber Control and Cyber Paint. Due to released in October, all will sell between \$70 and \$90 (US). Joe Chaizese explained the programs to me: Cyber Control is an interpreter for CAD-3D and Cyber Paint is for video processing of animations. Cyber Studio version 2.02 adds hierarchical motion (it handles connected objects). I'm not sure if I grasp the differences, but the results are spectacular: 3D animations that Walt Disney would have been proud of! They went so far as to have an animated skeleton that had to be seen to be believed. Spectrum 512 is Antic's new 512 colour (up to 48 colours per scan line) paint program. A few of the highlights: three types of automatic anti-aliasing, dithering, image processing (brightening or dulling of colours), block movement (with resizing done using pixel averaging: this results in very smooth resizing), and the ability to read Degas, NEO, IFF (512 colour Amiga pictures with 512 colours), HAM (4096 colour Hold and modify Amiga pictures in 512 colours), plus it's own SPC compressed format. Look for the

pictures up on the boards: they're worth a look!

**Artworx's** display featured Bridge 5.0, their best yet.

**Baudville** were promoting their first two ST titles: Video Vegas and Award maker.

**Beamscope**, a Canadian distributor, had a range of software. Popular demos included Sierra's new Leisure Suit Larry and Psygnosis' outstanding Barbarian.

**Compucable** were showing their SpectraView II Information display cartridge, one of the few XE products there.

**Coursemaker** were showing educational products, including an English instruction program.

**Data Pacific:** I finally got to meet David Small, the creator of the Magic Sac. This product has come a long way: version 4.5 has automatic error correction, hard disk support, (limited) sound, and runs just about everything. Also on display was the Translator, the magic box that allows your ST drives to read/write Mac disks. One of the interesting side benefits: because the box changes the speed at which data is read and written, it was easy for Dave to add the code to make it a low-level bit copier, which means that it should copy just about everything! The Translator will be available in late September for about \$199.00 US.

**Epyx's** booth was packed with manufacturers playing their games. New titles this fall for the ST include Spy VS Spy III: Artic Antics, and Boulder Dash Construction Kit.

Alain Plouffe and Raymonde Desfreniers were showing off the best disk magazine out: **FaSTER**. Those who haven't seen this underpriced disk magazine don't know what they're missing.

**Foresight Resources** were showing Drafix I/Atari ST, which is a high-powered CAD program which has been ported from the PC world. The ST is fast becoming the choice for CAD software.

**General Electric** were there promoting their Genie BBS.

**Hybrid Arts** had their complete MIDI line there, featuring their analog to digital processor (ADAP) unit, Miditrack ST series, and their DX and CZ Android programs.

**ICD** had on display their new ST hard drive, which was labelled "F20A ST Hard Drive" (the box actually contained two 30 meg drives). Interesting features include: multiple SCSI ports, DMA in/out, fan, and a clock! The 20 meg unit should be out in about two months for the same price as the Atari drive.



**Inagem Technologies** were showing Agenda Plus, very clever Calendar/Phone Book combination.

**ISD** were showing off the updated versions of VIP: GEM version 1.2, and text version 1.2, plus MasterPlan (basically 1-2-3 without macros or database).

**Looking Glass Software** had their Alice Pascal on display.

**Migraph** had the author demoing M/Cadd, their soon-to-be released 3D CAD package. Not only does this program outperform AutoCad (the \$2600.00 IBM package), it beats dedicated CAD systems in head-to-head comparisons. This program features the best user interface I've ever seen, and sets a standard that will be hard for others to match.

**Northern Designs** were showing MI:CADDs, a "full-featured three dimensional computer-aided design and drafting package".

**Passport/Music Ware** are entering the ST market with their MIDI line.

**PCS** were there showing Cash Register Plus.

**Practical Solutions** were showing off Monitor Master, which allows you to switch between monitors (I wouldn't do without mine), and two new products now in beta: Mouse Master!, which externalizes your 1040 joystick connections (yeah!) and VideoKey!, which gives composite output.

**QMI** were showing a couple of new products: BB-ST, a \$49.95 US BBS program, which allows operation up to 9600 baud, is fully programmable, and allows remote operation. ST-Talk 2.0 (which should be out in 6 weeks), will sell for \$29.95. It is a complete GEM program, featuring auto ARCing and deARCing, the ability to run programs, a custom screen font (which gives it a true 80-column display), the ability to operate at speeds up to 9600 baud, and a sophisticated auto-dialer. Both QMI and MichTron were displaying their versions of Mitsubishi's touch tablet, which sells for \$395 US. This tablet is a professional (250 lines per inch) tablet measuring 17.5" by 11" (a Koala would fit in 1 square inch of this pad). I was impressed by the fact that it is invisible to TOS, and thus can be used in place of the mouse without any special drivers.

**Regent Software:** Frank Cohen was showing off Regent Word II, Mail Merge Database (for Regent Word), The Inventory Manager, Regent Base, The Guide Book (an introduction and tutorial for Regent Base), and The Informer, a

multi-table database with picture capabilities.

**Sierra On-Line** were showing the Quest Series (King's I-II-III, plus Space) and their new adult game Leisure Suit Larry. Coming this fall is 3D Helicopter Simulator.

**Softcode** displayed accessories for the ST. One item that caught my eye was a cleaning kit for your mouse.

The **Supra** 20 meg drive has become the standard for the ST. They are now shipping 20-30-60 and 250 megabyte (that's not a misprint!) drives. Coming this fall is a 2400 baud Hayes compatible modem for \$180.00. (about \$230 Canadian)

**Timeworks** were showing off the latest edition to their line: Partner ST, which is a very impressive set of accessories. It will be released in September for \$69.00 US. Also due out soon from Timeworks is a Desktop Publishing package.

**Word Perfect** had their pre-release beta of Word Perfect 4.1. Features include: footnoting, macros, column math, mail merge, outlining, spell checking, thesaurus, table of contents/index generation, multi-columning, undelete, and compatibility with the PC version. Let's hope that ST owners have the maturity to realize that sales of this product will show other major manufacturers that the ST is a viable market (on the other hand, piracy could kill development of serious software). The suggested retail is \$395.00 US (if the Amiga version is any indicator, retailers will be asking about \$299.00 US).

**Zanth** was there with what has become an Atari trade show standard, "Kill a Happy Face". Midi Maze will be available within two weeks for \$39.95 US.

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## by Michael D. Riley

I recently got my hands on a pile of back issues of the NCAUG newsletter (from Number 1, in fact), and articles in those early days tend to support the idea of a "hints"-type feature. Of course, in those days there was not ST, and much of the new software that was appearing (slowly, as it still does) was entertainment and games. But the same holds true today: when was the last time you saw a new utility hit the stands for the XE? Not enough; I'm not trying to make up anyone's mind... only time will tell.

[illegible]

238-7683

\* 6. LOTS OF ARMOUR and one or two  
\* weapons when you start is the best plan if  
\* you want to survive on the highway. Some  
\* of those outlaws can chew away 10 or 15  
\* points with every blast.



7. Whatever the vehicle, leave enough Weight and Spaces (room) to carry AADA courier tasks and to pick up salvage from defeated enemies. Lots of dough is available this way. I like to leave eight or 10 spaces, and between 500 and 900 pounds. Otherwise every cretin you rub out will have nothing you can salvage, because you don't have enough room.

8. You may have to make a road trip with no cargo on board (thereby earning fewer prestige points), but going from city to city is the only way to get your clues. Of course, you can always take the bus... I did, to get my first one.

9. Don't fight everything that moves on the highway. No matter how good you get, there's always someone better. When your armour starts to wear thin, try to outrun dangerous foes. If the power plant you chose is big enough (and you should have enough money for a "12" if you follow these tips), you can easily get away. Remember, visiting each city is the only way to get ahead, so survival is extremely important.

10. If you fight long enough at the same level in any given arena, the salvage pickings start to thin out. This must be intended to keep you from playing the whole game against the same five enemies, who are always in the same location every time you AutoDuel at the same level. Their weapons and cargo vary only a little.

11. You cannot buy your 99th Mechanic point. But you will earn it.

12. The first complete clue is "San Antonio Rose".

Well, I hope this helps some of you who would otherwise not have continued in the game. But let me just say that anyone could have figured all this out, given a few spare hours. I mean, I did, and I'm no Ace when it comes to this kind of stuff... not yet, anyway.

## QUESTIONS WITH ANSWERS

### LEATHER GODDESSES OF PHOBOS (Infocom)

**Q:** (July/Aug 87) How does one get in the orphanage, and avoid getting a headache from the ion transmitter; and is it necessary to go through the labyrinth, and can you survive it?

**VISI:** Put the baby in the basket and leave it on the doorstep. You will automatically hide. To avoid ions, at My Kinda Dock set your barge to leave while you are ON THE DOCK, then eventually climb down the well in the garden. If enough time has gone by (about 18 moves) you will appear on the barge on the other side of the ion transmitter. You must go through the labyrinth to get the photo of Jean

Harlow. It is a real pain, but the only way to survive is to jump, clap and whatever else the comic says every five turns. Its a pain because each action takes a turn, so you actually end up doing this every two turns. The arrow on the map shows where you enter the labyrinth, and the square rooms contain the important stuff.

### HITCH HIKER'S GUIDE (Infocom)

**Q:** What's the trick to assembling the Improbability Drive?

**VISI:** Plug the small plug on the Drive into the small receptacle in the Atomic Vector Plotter, and put the long dangly bit into the cups of fake tea. Plug the large plug into the large receptacle from the bridge. Your next puzzle, however, will be to figure out which single time you can use the Drive with any actual control.

---

## Tips and Pleas from Tommy Robbs

### Phantsie II

I need help on finding more amulets and get somewhere. I only have 4 amulets and thats it. Any help?

### Ultima II

Has anyone solved this game? What kind of character do you need? Race, Gender, Attributes, Type? How do I get to a rocket in the year 2112 A.D.?

### Barbarian

I've solved it! Anyone need any help?

### Golden Path

Can anyone help me with this one?

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# Modem Madness

by Ed Wilton

As I understand the conversations at gatherings of computer buffs, there is a whole group of individuals spending their evenings cloistered away with their computers, communicating with other computers.

I for one have had my modem for nearly a year now and would estimate my total use at 20 hours. My enthusiasm for this modern technology can be summarized in one word: BORING. Although I may not be the world's greatest socializer, the sound of human voice is much preferred to the beep-beep of my modem. I would rather vocalize my thoughts than TRANSMIT them via modem. Furthermore, at least 50% of the people I talk to look much better than a modem.

Having expressed my preference for verbal communication, one may ask why I'm writing this article instead of standing before you at the NCAUG meeting. The answer is simple. Having been to those meetings regularly over the past three years, it is rare when any of the attendees can be considered to be part of the 50% better looking than a modem.

Speaking of writing this article, I am sure at least a few of you are wondering what the purpose is. Rest assured, it is not just an opportunity to air my pet peaves on the social skills of modem users. On the other hand I do not intend to clarify modem terminology or recommend particular modem purchases. I don't have the expertise. The reason I undertook this article was to tell you how you can call Boston using your Modem, the telephone network and two Packet networks without paying a cent. Yes that's right, free of charge.

How many of you out there have noticed the DELPHI database advertisement in ANALOG. Raise your hand so I can get a count. Good, there are at least three of you. In all probability, that's more than there are reading this article. DELPHI, according to their advertisement is "an on-line, full-service information network" which "offers news and sports from the Associated Press, weather reports, movie reviews, shopping services, travel information, and more." To this point one may ask "who cares?"

Don't go away yet, there is more. According to the advertisement "ANALOG computing, the #1 magazine for Atari owners..."

Lets stop here for a minute. It always amazes me how magazines can make the claim they are #1

without providing the means of measure. After all, if my information is correct ANTIC was here first. Doesn't that make them #1? I also have every issue of ANTIC ever published and one of ANALOG, so it obviously isn't #1 with this Atari Owner. Lastly, ANTIC is first on the newstand each month, again being #1. Maybe someone can enlighten me as to how ANALOG justifies their claim.

I do seem to be having trouble keeping on track tonight. Must be the hour. The DELPHI advertisement goes on to say "...brings you the Atari User Group on Atari, etc., etc.". It is this user group we are going to get you to, free of charge. Take note, it did not say we were going to get access. We are only going to get as far as the sign up session and introductory information.

Here goes. Power up your modem and modem software and then dial Ottawa telephone number 567-9100 (567-9300 for 1200 baud). This step gives you access to the public dial port of DATAPAC, the Canada wide packet switching network. Go to Terminal mode on your modem and enter one or more periods (.) <CR> until the network responds with DATAPAC. At this point you're on DATAPAC, so type 13106<CR>. What you have done is told the DATAPAC network that you want access to the TYMNET network. Faster than the speed of your modem you are miraculously connected to the TYMNET gateway in New York City.

You should now receive the following message:

"tyment [nyc]: please log in:"

At this point type DELPHI<CR>. Once again, faster then you can type you are routed over TYMNET to the DELPHI database in Boston. So far so free. DELPHI will now prompt you for a user name. On this, your first excursion to DELPHI land, enter JOINATARI. By close scrutiny of the DELPHI advertisement in ANALOG I have the password, enter "ANALOG"

Now you will be allowed to browse through DELPHI's introductory screens for approximately five minutes. Depending on the particular navigational path you chose, you will occasionally be interrupted and asked to join the DELPHI database. However, there is no obligation.

By next month I expect to have acquired a DELPHI membership and will be able to give an impartial critique of the service and cost. I may even go as far as to explain why this socialite decided to pay out good money to talk to another computer. Until next month, happy socializing.



# RILED AGAIN: XE SOFTWARE REVIEWS

By Michael D. Riley

## TRIPLE PACK

from ACCESS SOFTWARE INC. \$29.95

I was originally going to do a major review of this title, seeing that there are three complete games here, but after some further play-testing, and also noting that Keith Burnage did a review of BEACH-HEAD in an earlier issue of this journal, I have had second thoughts. Not that it's a poor package: there's just not much to say. This is a repackaging of three games onto two disks, available for one low price. The new price is considerably lower than the price of any of the included games if purchased individually. This is extremely attractive to me as a budget-conscious father. Of course, some stores will not carry the package while they still maintain older inventory of the original versions. It behooves me to say at this point that it's time to clear the chaff from the shelves and make way for the new wheat. Those older boxes aren't going to sell now, except perhaps to some amazingly uninformed, narrowly-read individual.

If you have played any one of BEACH-HEAD, BEACH-HEAD II, or RAID OVER MOSCOW, then you will already know what each of the others is like. The style of play is almost identical in all three; the only changes are in the scenarios. This is, however, the reason I bought the games in the first place: each has four or five individual segments of play action, linked by a common theme (land on the enemy's territory and conquer all). This type of play is more interesting to me than a game of many screens that are all variations on pattern (eg. Pacman and Loderunner clones).

Let's take BEACH-HEAD II as an example, it being the most original of the three releases. A helicopter, controlled by you and your joystick, is behind enemy lines. Your job is to drop off as many of your 32 paratroops as you can while being fired upon by a never-empty cannon controlled by the forces of "The Dragon", your arch-nemesis. These men run and hide behind four brick walls, and then it is up to you to advance them to the next set of walls. The scenario is just hard enough to make it enticing, and when these guys get hit they really get blown away. I've read other reviews saying the game was too gory, because of the blood and screams, but who are they kidding? The "blood" is little pixels and the "aaaarghs" are funny. On your next screen you'll try to have your men escape across an open prison courtyard. This time you have the gun, and you must shoot the tanks, land mines and so on trying to get your troops. As in

each of the games in this pack, the guns do not respond immediately to the joystick: a little lag is involved to make things more difficult. If you make it to screen three, you get a kind of XEVIOUS game with your 'copter, and then the last screen pits you against The Dragon for a knife-throwing contest across a wide chasm in a cave. Even if you don't make it to one of the screens, it doesn't matter: you are given the option of jumping to any scenario where you'd like to sharpen your skills. This is a fantastic option I've wanted to see in any number of action games. Too many times I've given up because I don't have the hours available to try and get past level X. There is one drawback: I found I was always jumping to the screens I liked best, and never completing the game in order. Ah, but what the heck... I was having fun, and that's what games are for.

To sum up, in TRIPLE PACK you'll get about 12 different games, many of which you will have seen in different clothing at your local arcade. These styles of games were all fun then, and they are still fun now, although it is questionable that they have much staying power for anyone interested in strategy/adventure games.

## TRAILBLAZER

from MINDSCAPE \$49.95

Fifty bucks is an outrageous price to pay for an arcade game, I say. And this is no exception. This is not to say that we're dealing with a bad game here. Oh no, much to the contrary, particularly if you like those mind-numbing, super-fast, pattern-memorizing arcade games. Because that's what this is, and it does a very good job of it. In fact, the pace is so fast I get all tense just thinking about the screen. Imagine a checkerboard about eight squares wide and a couple of million miles long. Now put a soccerball at this end that has the ability to move at about 5,000 mph. And there you have it. Using the joystick, you move the ball ahead and side to side, trying to avoid holes in the track that will drop you and cost you time, and also trying to utilize other differently coloured squares that can speed up your ball, make it bounce, put it into hyper-drive, and so on. There are twenty one different tracks, and a choice of five game variations: an arcade version for one or two players, in which you are allowed seven "jumps" per track to get you over the black holes; a one or two player "trial", where you race the clock but have unlimited jumps; and a version wherein you play against the computer. Bonus rounds are thrown in for when you get really good, and I guess it is possible, although my mind turns to yogurt when I think of how many times I'd have to play before I got good enough. Bottom Line? If you like fast arcade games, this is a beaut. Me, I'm going to try something easier, like Chessmasters's top level.



## TIPS &amp; BITS

by Ed Wilton

How many times have you created an original program, only to find that someone has captured the essence of your objective but replaced all reference to your authorship with their own name. A couple of times in the past I have had club members approach me to see if there was a way to protect their source code.

I have a little concern with the concept of protecting source code as I feel us Atari owners should all be willing to help each other. When one thinks of the amount of volunteer time people like Guy Gervais, Glenn Brown or Don Krentz, to name but a few, spend assisting other Atari owners it is hard to visualize why someone would think their code is so special that they can't share it with others.

However, who is to judge the motives of others? Today, I will tell you how to protect your source code so that others can use your program but not list or modify it. This is not an original concept but is extracted from 'Mapping the Atari' book.

First save a copy of your original program. This is very important because once you make the changes, even you will be unable to get at your source code. Next add the following two lines to your source:

```
32000 FOR VARI=PEEK(130)+PEEK(131)*256 TO
PEEK(132)+PEEK(133)*256:POKE VARI,155:NEXT
VARI
32100 POKE PEEK(138)+PEEK(139)*256+2.0:SAVE
"D:FILENAME":NEW
```

Now type CLR:GOTO 31000 in immediate mode, i.e. no line number, and press RETURN. Line 32000 replaces all the program's variables with carriage returns and line 32100 saves the program to disk. The saved version of the program can't be LISTed or even LOAded. The only way to run the program is with the command RUN "D:FILENAME".

Having used the "Mapping the Atari" BOOK as the source for this month's TIP, draws to my attention a more general TIP which should be passed along: "Mapping the ATARI" is an excellent book by Ian Chadwick, if you program and don't have a copy of this book, then you are doing yourself a disservice.

## XE LIBRARY by Ed Wilton

SEPTEMBER '87

XE Disk of the Month

The September 1987 XE Disk of the month featured an excellent public Domain program developed by Roy Goldman. DAISY-DOT allows you to transform your EPSON or STAR into an NLQ printer. In addition it allows you to format the output for any EPSON compatible printer into any of several provide fonts or develop your own fonts. This program is claimed to revolutionize Atari dot-matrix printing. DAISY-DOT provides Near Letter Quality (NLQ), with the flexibility of software control, even when your printer doesn't have NLQ. With up to 4 graphic densities, DAISY-DOT prints at up to 8 times the density of a printer's normal draft mode by use of a special technique found in many expensive printer hardware upgrades. The result is very high quality text, almost indistinguishable from that of a professional typesetter or typewriter.

Five fonts are included, and the Daisy-Dot Font Editor makes creating new fonts easy. Daisy-Dot will work with the following Atari systems: Atari 600XL(65K)/800XL/1200XL/65XE/130XE. It has been designed to work with the following printers but should work with any true Epson compatible: Epson EX/FX/JX/LX/MX/RX and Star Gemini/SG.

Take advantage of this software now and purchase your SEPTEMBER 1987 XE Disk of the Month at the next meeting for a mere \$3.00 to members.

**INFOCOM NEWS** \*\* Infocom recently announced a couple of new entries in their "Classic" line of games, which thereupon reduces the price to U.S.\$14.95, one of them being only their second venture away from interactive fiction: FOEBLITZKY. Since this game was released for the XE only a year ago, it's hard to imagine the game hitting classic status that fast, especially since these eyes have yet to see a copy in the Ottawa area. More likely is that the game flopped (yes, even Infocom is not sacred), and the lower price is an effort to make it a faster mover. It will be interesting to see if 221B BAKER STREET, from DATASOFT, will do any better. The connection is that both games are computerized board games, although FOEBLITZKY had no previous incarnation, while BAKER ST. is based on an existing game. Each game allows up to four players and may signal the beginning -- or the end -- of a new era of computerized party games.

\*\*The INVISICLUES for LEATHER GODDESSES OF PHOBOS and MOONMIST are finally available in Ottawa, and still only \$11.95. You can get your copies at Chiang Video on Bank St. In keeping with Infocom's tradition of talented writing skills, the books are almost as good as the games. The bileous pink cover for GODDESSES is hiding a cheeky set of clues, as well as a map to all locations disguised as a space traveller's guide to nightlife in the galaxy, with commentary from Lane Mastadon's buxom girlfriend, the professor's daughter.



# ST/uff

Copyright 1987 Glenn Brown

Lots of news this month, so let's jump in:

## THE MAGIC SAC

The latest beta version (4.52) of the Magic Sac has added hard drive support, which is so good that I'm saving my money for a Supra. With a hard drive, system boots in 3.5 seconds! A big plus is that the ST hard drives run circles around those made for the ST. With the exception of a few protected programs (mainly games), everything runs!

## THE MEGAS

The MEGAs are coming, the MEGAs are coming! Last week demo versions of the MEGA ST4 showed up at local retailers (Ali Computers and Chiang Computers; Compucentre are getting theirs this week) with a hefty (\$3299.00 without a monitor) price tag. Blitter chips have now been shipped to upgrade those original machines, which were shipped without them. There are some programs that don't run properly with the new TOS, especially those that broke Atari's software rules. Examples include TextPro, DataTrieve, and K-Switch. I expect that there will be a flurry of upgrades, as software manufacturers make the necessary fixes.

## GOVERNMENT SHOW

Last Wednesday (September 16) Harry Brown of Aginex Canada organized something new for Atari: a demonstration for 65 government buyers (from 24 departments) at OASIS. In attendance for Atari Canada were Ian Kennedy (President of Atari Canada) and Joe Ferrari (Director, Software Development). They brought with them a MEGA (with a blitter installed), one of the new Tati hard drives (in the same size case as a MEGA), an Atari Laserprinter (\$2995.00), and pre-release versions of Microsoft Write and Word Perfect. Jim Turner and Bob Thompson demoed Publishing Partner on a 1040ST attached to an Apple LaserWriter, and I demoed emulation, running MS-DOS (with PC-Ditto), Macintosh (using the Magic Sac), and TOS, all on the same system and hard drive! I also demoed Drafix 1/ST with QMI's Professional Touch Tablet.

Some interesting news from Atari: there will be a \$1500.00 (Canadian) personal laser printer available from Atari next year. My guess as to the desktop publishing software that Atari will bundle with its laser: Ready Set Go version 4.0. Expect confirmation (and other big Atari news) at the fall Comdex in Las Vegas (November).

## SOFTWARE NEWS

Lots of great new software out there:

**DBasic** by DTack Grounded is a new basic which is being marketed in an interesting way: they're giving away copies (and encouraging recipients to do the same). They plan to

make their money marketing manuals (\$40.00 and worth it) and extensions to their fast (but not GEM) language.

**GFA Companion** is the latest addition to the GFA series (Basic, Compiler, Vector, and the soon-to-be released Object) is Companion, which combines 6 tutorial lessons with the slickest resource construction kit I've yet seen (it makes your dropdowns, dialog boxes, sliders, etc.) This one is so good, I'm tempted to start programming just to use it!

**Micro League Wrestling** is the first game out with animated digitized graphics: the WWF (World Wide Wrestling Federation) on a disk. Be warned that the gameplay wears thin very quickly.

**Phantasia III** is the finale to the SSI fantasy trilogy. It boasts the ability to transfer characters generated in I and II and has improved graphics. I say "boasts" because the character transfer is buggy. I've written and phoned the company, but if past performance is any indication, there won't be a fix.

**Rings of Zilfin** is the latest from SSI: a new character adventure, written by LDW (the people from Poland who wrote the original Phantasia). A word of warning for those considering SSI products: they seem to be having some problems with disk duplication (my last three SSI programs came with trashed disks), so try the disks in the store before you take them home.

## COMING SOON:

Apparently licencing problems have been slowing North American release of some titles already out in Europe. Examples include Arkanoid and Star Trek, which may or may not be out this fall.

There are however, a number of programs coming this fall: look for long-awaited titles like DungeonMaster (FTL), Defender of the Crown (Cinemaware), F15 and Gunship (both from Microprose), Gauntlet and Paperboy (Atari arcade titles licenced by Mindscape), Partner ST (Timeworks new accessory package), Spectrum 512 (Antic's 512 colour paint program), and Word Perfect (due in October). It should be a great fall for ST fanatics!

## NEW IN TOWN:

New in Ottawa are two dealers: **TGF COMPUTERS** (Bank and Hunt Club) is a new store just opened by Jamie Green and Mark Sackney (both originally from Mr. Diskette), and Dave Melamed (from G-Plus) will be opening **COMPUTER CONCEPT** in Bells Corners on October 1st. Speaking of G-Plus, those who read the local paper already know that that company was bought out by Saturn Disks of Montreal.

I can't resist a plug for Hytham Kahlil's **RESET MAGAZINE** (I'm a contributing Editor). This new Ottawa-based ST-specific magazine is the classiest looking Atari magazine I've seen! The emphasis is on articles for the ST owner to use, rather than lengthy program listings. Good luck Hytham!

Stay Tuned



# ST Tips

- Disk formats by Bob Deskin

Extended disk formatting programs have been around a long time, but recently there has been a lot of talk about "twisted" formats. What's an extended format, twisted or not, and are they safe?

First, let's look at the way a 3 1/2 inch diskette is formatted for standard usage. For simplicity, I will stick with single-sided disks. Data is organized in sectors. Each sector is 512 bytes long or one-half K (a K is 1024 bytes - remember this is binary, so a simple 1000 is not quite accurate). Even though a sector is 512 bytes, any file takes an even number of sectors. So if a file takes one sector, another is used up evening things up. This explains why the space available is not simply the total space on the disk minus the space used for files. There is usually wasted space due to the even number of sectors rule. Also any sub-directory (folder) entries are treated as files, so a folder also takes two sectors or 1K. This is a good reason not to get carried away with directories and sub-directories. It's very easy to use up all the space on your disk.

Disks are formatted into tracks, concentric circles of sectors. In the standard format there are 80 tracks of 9 sectors each, or 720 sectors (360 K or 368,640 bytes) on a single sided disk. So why do you only get 349K or 357,376 bytes? Because some of the space is used for the directory and associated information so the system can find things on the disk. There is a Boot record that takes up one sector (which actually means two sectors since the minimum is two). The Directory itself takes 7 sectors (rounded up to the nearest even number makes 8). Each entry in the Directory is 32 bytes long which gives a total of 112 entries. An entry can be a file or a folder. So you can have a total of 112 files and folders on a disk. As well, there is a file called the File Allocation Table or FAT. It is used to keep track of where files are on the disk, since a large file can be spread out over many sectors and tracks. The FAT is 5 sectors (rounded up to 6), and there are two

copies. The total of the Boot record, Directory, and FAT (two copies) is 22 sectors or 11K. The original 360K less 11K leaves the standard 349K or 357,376 bytes you get if you format a disk with the standard disk format from the desktop. All the extended and twister formats use the standard directory structure, so always subtract 11K from the value obtained by multiplying tracks times sectors divided by two.

There are two ways of increasing available space, increasing the number of sectors per track or increasing the number of tracks per disk. If we squeeze more sectors on a track, the disk drive may not be able to pick up the information fast enough. There is more than just 512 bytes of data in a sector, there's information that the disk drive and operating system needs. We can only compress things so far. From everything I've seen, extended formatters use 9 or 10 sectors per track. Apparently going to 11 sectors is too much for reliability.

Adding tracks is the other way, and various formatters add one, two, or even three tracks, giving 83. The catch is that apparently some disk drives will not read the extra tracks. If you use an extended format based on more than 80 tracks, make sure your disk drive is reading and writing the extra tracks.

The following table shows the data area (after subtracting 11K) available on the various formats.

Tracks per disk	9 Sectors per track	10 Sectors per track
80	349K (357,376 bytes)	389K (398,336 bytes)
81	353.5K (361,984 bytes)	394K (403,456 bytes)
82	358K (366,592 bytes)	399K (408,576 bytes)
83	362.5K (371,200 bytes)	404K (413,696 bytes)

Is it safe? Well the only format that is guaranteed is what your machine does by default, which is the desktop formatter. This gives 80 tracks at 9 sectors per



track. from everything I've read, using 10 sectors per track and 80 tracks is also quite reliable. Just remember you won't be able to do disk to disk copies by dragging one disk icon to another. Also, make sure you have backup copies of everything just in case. You might want to keep special backups on standard format disks.

## The whole idea is to speed up reading and writing, twisting doesn't affect the capacity of the disk.

So far we've just discussed formats, now on to "twisted". Dave Small of Magic Sac fame wrote an article in the Spring 1987 issue of STart magazine describing an extended format that twisted the sectors around the tracks. The extended format was 10 sectors per track, 80 tracks per disk. Instead of having all the sector number 1's line up, they were offset, so that sector 1 of track 0 (sectors are numbered 1 to 10, but tracks are numbered 0 to 79 - I don't know why) lined up with sector 9 of track 1, which lined up with sector 7 of track 2, and so on. The idea was to reduce the amount of time the disk read/write head was doing nothing. Read the article if you want the technicalities. The whole idea is to speed up reading and writing, twisting doesn't affect the capacity of the disk. Does it work? Yes, a 120,000 bytes file can be read 27% faster and written 19% faster. The difference is that when a file is being written, it is actually written and re-read. This is called write-verify. Also, a directory entry must be written.

Is the twisted format safe? Again, from what I've read and tried, it's as reliable as the untwisted 10 sector/80 track format. As usual, make sure you have backups.

To close out formats, the programs that provide extended formatting include Dave Small's Twister program from STart, the extended formatter from the February 1987 Compute's ST, the public domain 410KFT program, and the shareware program DCOPY.

In the same article that described Twister, Dave Small discussed write-verify. He contends that if your disk drive is in good working order, then using write-verify is not needed. For a slight added risk, you can speed up disk writing to almost equal reading. Again the difference is that the directory entry must be written when creating a file.

I have tested the various combinations to see what effect Twister had over a simple 10 sector per track format, and also what effect write-verify has. The larger the file, the greater the impact. All the percentages quoted here are based on a 120,000 byte file and use desktop copying, that is, dragging the file icon onto the target window. While the 10 sector per track format can be written about 5% faster than the 9 sector per track format, the twisted 10 sector format is 19% faster.

The twisted format can be read 27% faster. Turning write-verify off gives a 41% saving with the standard format. For the largest saving, turn write-verify off and use the twister format. With the test file, the saving was 57%, from 30.4 seconds down to 13.1 seconds. Reading the file in Twister format took 11.4 seconds versus 15.6 seconds with the standard format (obviously, turning write-verify doesn't do anything to help reading). If you use a utility to do your copying, the twisted format may not be faster. It depends on the amount of data read and written at one time.

Twisted formats apparently work faster with small amount of data (1K at a time), while using large buffers may actually be slower. You'll just have to test the utilities you use.

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Don Krentz 829-6366



# AN INTRODUCTION TO SPREADSHEETING

## Part 3 of 3

By C.H. (Harry) Wilkinson

Parts 1 and 2 of this series addressed the general construction of spreadsheets and looked at specific capabilities of VIP Professional (the only serious spreadsheet available for the ST until recently), as a basic spreadsheet and as an integrated program to combine word processing and business graphics in a spreadsheet environment. VIP Professional is a Lotus 1-2-3 clone with an identical command structure and capabilities that equate to Version 1A of the Lotus program. The GEM version of VIP was finally released late last year, and incorporates a much improved math processing speed, but unfortunately it also came with the liability of a much slower screen refresh rate during scrolling (a fact that slowed a number of my macro programs to such an extent that rendered them useless). I have heard rumours that a text version of VIP is now available which will free up some RAM and hopefully address the slow screen refresh rate, while maintaining the higher math processing speed. In addition, a new ST spreadsheet called Logistix from the UK is now available, and from first appearances it looks as if this may be what the business ST user has been waiting for. However, as I have no specifics or experience with this new program, I am adopting a wait-and-see approach, and I will confine my comments in this article to the capabilities of VIP Professional.

This last and final part of the series will look at the data processing features of VIP Professional, and then explain a little about the capabilities of a spreadsheet using macros.

First, the data processing side. One of the attractive features of using a spreadsheet as a database program is the simplicity of the "record/field" structure. Further, there is the obvious advantage of not having to learn another set of commands and procedures. The comment on "record/field" structure requires additional explanation. A database record is all of the input data associated with a single database element or key field. For example, in a business customer list, a record might contain the title, first name and initial, last name, company, street address, city, province, postal code, phone number, credit rating, and some remarks on each customer, and each customer would have a separate record. Each of the individual elements that go to make up the record is called a field. Now, how does all of this fit into our discussion on spreadsheeting? You have probably noticed that any database can be depicted as a series of tables of data in which the inter-relation of

one element with another is identified. The spreadsheet's grid layout in rows and columns lends itself to easily depicting data tables, and presenting them in a logical and understandable manner. Each record is confined to a single row, while each similar field within the record is in the same column.

Since the ready generation of selective, structured reports is one of the main functions of any database program, it is necessary to be able to extract selected data from the input tables for manipulation, calculation and display. This is done by assigning the desired criteria for selection (which tells the program to pull out only those records which meet your criteria), then having the program rewrite the desired elements of data in an output table in another part of the worksheet. The new table can then be printed for your report. For example, in the customer list mentioned earlier, you may only wish to display the first name, last name and phone number. As long as you follow the basic ground rules when setting up your database (and they are not too onerous), VIP will perform that type of task with ease.

Sometimes it is necessary to arrange your data in a different order from that in which it was entered. The SORT command permits you to do this. However, one of the difficulties in re-sorting a database is that it is very time-consuming if the database is large, and it requires considerable disk storage space if you want to retain the data in a variety of formats for different purposes. For those of you familiar with the Index feature of any major database system like dBase III, the lack of sorting and reporting flexibility in VIP Professional would be frustrating. However, the capability is there to do most routine database tasks, but somewhat less efficiently. Sorting can be performed on only a primary and a secondary field on a single pass, which may mean the requirement for multiple passes for some applications.

Another required feature of any database system is the ability to locate a particular record quickly when the known information about the record is limited, or to identify a short list of records which meet certain specified criteria. For example, you may wish to know which of your customers have an address on Queen St; by assigning the desired criteria for selection and then using the FIND command, you can scroll through only those customers with a Queen St. address. Criteria can be labels, numbers or formulas and often involve the use of the logical operators (<, >, <=, and =).

Certain routine statistical operations can be performed on your data tables using VIP's built-in statistical functions (count, sum, average, variance, standard deviation, maximum and minimum). In addition it is possible to do "what if" analysis for changes to either one or two key parameters.



How does all of this work in practice? My personal experience with the database features of VIP is on a database file of over 1400 records with eight fields in each -- some of the fields fairly complex. The total file is over 250,000 bytes. I have had no difficulties sorting the file in a number of different ways and extracting portions of the file for more detailed analysis. If your data manipulation needs are more complex, it is possible to write the spreadsheet file to disk as an ASCII file which can then be read with ease by a dedicated database program such as DBMan (a dBase III lookalike). My first attempt at this exercise was completed without a hitch on my 1400-record file. However, the whole process was very time-consuming (about 30 minutes for each step), and involved almost continuous disk drive activity. (I have since tried a similar exercise using a RAM disk with better results, but became RAM-limited even on my 1040. Anyone out there with a cheap hard disk?)

Enough on databases! What about macros? In their simplest sense, macros are nothing more than a way of automatically actuating keyboard commands that would otherwise have to be completed manually-- with the attendant speed limitations and probability of error. Used in this manner, VIP macros are very effective and quite impressive to watch in action. However, macros can be much more powerful than a simple keyboard alternative. They should be thought of as an applications programming language. A number of the available commands are not possible except through macros.

For example, the usual tools of a programmer such as repetitive loops and decision branches are not available as keyboard commands, but can be easily incorporated in your macros. Similarly, if you want to customize and simplify any repetitive process, it is easy to use the macro structure to obtain custom menus which act exactly like the VIP system menus. Using this technique, it is possible to undertake extremely complex operations with only a few keystrokes. However, one must remember that it is not all honey and roses! Any significant macro structure takes some time to write and de-bug, and like any computer program, it is totally intolerant of syntax errors or missing elements. The debugging is often both time-consuming and frustrating for the ab initio macro writer, but VIP includes a STEP function that permits you to examine the activities of the macro step-by-step, thereby speeding up the debugging process.

Almost any task that can be performed with the VIP program can be automated using macros. This means that macros can be a few lines or a few pages, but in most cases macros are written as building blocks and daisy-chained together to accomplish the more complex tasks. In my own case, I routinely use a complex macro program for weekly analytical updates of potential stock market investments. After the initial input of essential price data, the macro program is initiated with a couple of keystrokes, and proceeds uninterrupted for

over 20 minutes to produce three printed pages of concentrated analytical data with no human intervention.

For anyone contemplating the use of a spreadsheet program for business purposes, I would recommend in the strongest terms that you not waste your money on a program without a macro capability. Pay the extra and take the time to learn how to use macros. It will save you an immense amount of time and frustration in the final analysis. Business applications are inherently repetitive in nature (weekly, monthly or yearly summary reports, "what if" examinations for a number of different possible parameter values, etc.), and it is in this context that macros earn their keep. ---- I wouldn't be without them!! For the serious VIP user, I have found one of the most useful references on the use of macros is The Hidden Power of Lotus 1-2-3: Using Macros by Ridington and Williams.

Having sung the praises of macros in the strongest terms, I must now temper my enthusiastic comments with a few practical limitations. Although a powerful spreadsheet program like VIP can do a wide range of operations using macros, there is a limit to the complexity that should be attempted. For example, the GEM version of VIP includes a demo macro file on the disk which can be used for generating mailing labels from a database table. The macro works flawlessly, but it is so much slower than any one of a number of specialized mailing label programs that I doubt if it would ever be used seriously. Also as mentioned earlier, some of my macro programs were rendered useless by the deterioration in screen refresh rate during scrolling. The increased complexity of the macros required to work around these limitations makes the exercise self-defeating.

That's about it, folks! I hope my comments have been of some help to those of you on the brink of entering the world of spreadsheeting. Mastering the complexities of a good spreadsheet program is a satisfying learning experience in its own right, and when combined with the wide variety of potential applications, it can significantly broaden your computing horizons. I look forward to exploring some of your spreadsheeting problems with you, once the NCAUG Applications SIG's become a reality. See you there.

P.S. I recently purchased a copy of Logistik and have had a few days to play with it. Its screen refresh rate is much superior to VIP, and it incorporates a number of advanced features that are not available in VIP. However, the documentation is MS-DOS oriented, and some of the features are not yet properly ported to the ST. Also, I found the command structure a little more cumbersome than the familiar Lotus system. (This problem will probably disappear with time). I have not yet had an opportunity to try out the math calculation rates on my more math-intensive spreadsheets---more on this later.

C.H.W.



## CONNECTING A 5.25" DRIVE TO THE ST

BY NOBBY OBUKURO

For those ST users who want to do IBM work at home on their ST's, PC DITTO is here.

The problem with most PC's is that they use 5.25" floppy diskettes, whereas the Atari uses 3.5" diskettes. To overcome this handi-cap, I've interfaced my 520ST to a 5.25" Panasonic model JU-455-5 drive - courtesy of Ali Computers. This drive is also used in their XT's and AT's so that 360K compatibility is guaranteed.

Most of the components for interfacing are available at your local electronic stores. Only one chip, an ordinary TTL 7400 was required to provide the necessary logic and buffering to the drive select and motor on signals. The attached schematic shows that both signals must be present before the drive can be selected. The jumpers for this drive are as follows: D0,DS,DA, and MS. The

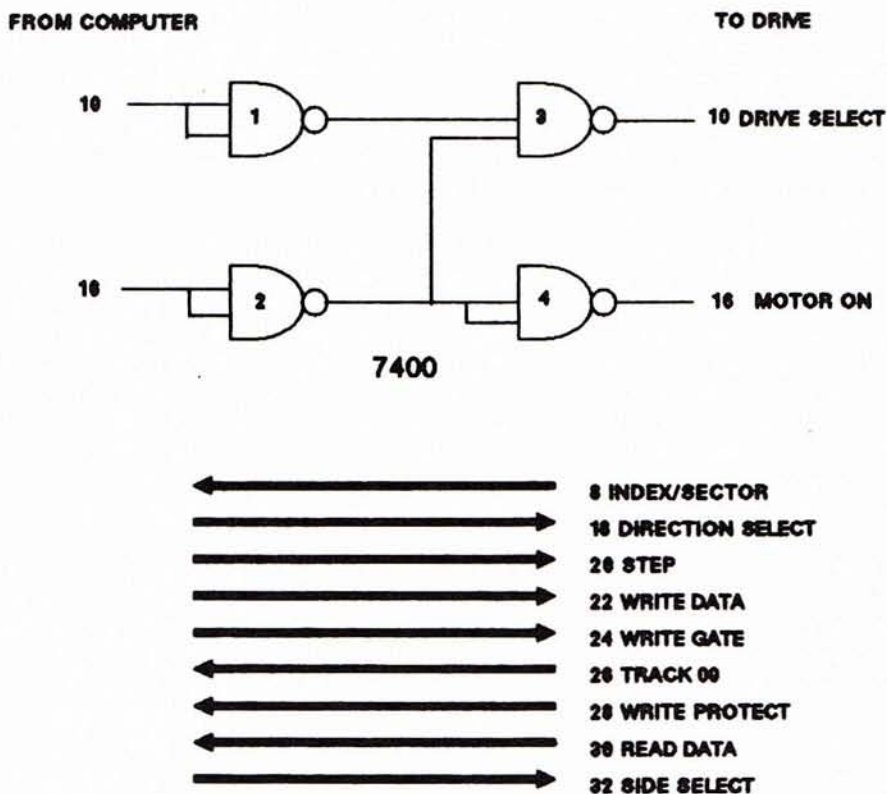
Atari power supply is adequate for powering the unit.

PC DITTO runs almost all the IBM software (except some auto-boot games) on only colour monitors. The mono version will be released later in the fall.

Have fun as you take your IBM PC work home to your Atari. Be sure the boss knows of your extra effort. As for me, my next project is to package two 720k 3.5" drives and one 5.25" in one unit powered by the same source (\$37. available locally) using the connectors from my original 520 single sided drive. This is my first step towards my own version of a cheap MEGA ST.

P.S. To those who tried upgrading to a 3.5 " 720K Panasonic drive, you may find that the escape key doesn't always update the directory after a disk change. This is caused by not using the diskette change option on the drive. However, closing and re-opening the file window solves the problem - a minor inconvenience for the money saved. Of course, the other alternative is to active the disk change option with another circuit chip.

### INTERFACE CIRCUIT FOR 5.25" DRIVE



\* BE SURE TO REMOVE 150 OHM RESISTOR PAK (RP1) TO STOP SIGNALS FROM BEING OVERLOADED



# Chiang Jail?

Recent customers arriving at Chiang Computers have been remarking on the interesting interior decorating ideas of the owner, Gary Dunleavy. Large black bars decorate the front of the store, ostensibly to keep thieves and vandals out.

*This is not true!*

The owner and staff of Chiang Video wish to inform the buying public that the security system is in place for the following three reasons :

- To keep thieves and vandals out (Okay, I lied a little bit. It was only partially not true).
- To keep employees in. Many times in the past 6 or 8 months mischievous employees of Chiang have been known to shirk their duties, which consist of serving customers night and day, regardless of sleep, eating, and other body functions. Said employees have been known to abandon all concern for themselves when faced with difficult problems in the store, tackling them with gusto, pride, and occasional hunger strikes.
- To keep customers out. In the wake of sale announcements by Chiang Computers, the staff has had extreme difficulty keeping customers at a distance, and attempting to serve each one individually. The security system helps resolve this dilemma by keeping even moderately well-armed customers out of the store. Incidentally, hunger strikes by customers have been known to affect the consciences of store employees.

In any case, we hope this has cleared up any confusion over our post-modern, semi-deco, part-victorian (? we're computer people not interior decorators) style and furnishings.

---

## Specials Department

520 STFM \$899.00 (monitor extra)  
Monochrome Monitor \$299.95  
Colour Monitor \$599.95  
Neochrome/First Word included with monitor  
  
Seikosha SL80AI 24 pin dot matrix \$695.00  
  
Colour/Monochrome monitor switch \$84.95

## New Arrivals Department

Pinball Wizard ST  
Rings of Zilfin ST  
Great Battles ST  
My Letters, Numbers, Words ST  
Absoft AC/FORTRAN ST  
Jewels of Darkness ST XE  
Silicon Dreams ST XE  
F15 Strike Eagle ST

Psst. Cheap disks. Still \$23.95 SS/DD.



## THE SEARCH IS OVER

It was quite a while ago that I originally did a review of I\*S TALK for the newsletter. I fell in love with the potential power in I\*S TALK and have been comparing all communications packages to what I\*S TALK could have been. Now the dream is a reality.

I have listened to many people talking about this program long before I even considered ordering my own. What put me off for so long were the complaints of the 'missing features' that I now demand in a comms package, and the patches that were appearing on various BBS's to 'fix' a problem or two. However, BI's demise and a 'new' version of FLASH finally convinced me to give it a try.

First off, FLASH is a lot more powerful than I was led to believe. I suspect that those who were telling me about it's missing features didn't really know the program at all, and may not have even read the documentation. I prefer to think that they just didn't read it and not that they were using a pirated version (R.I.P. Batteries Included). I\*S TALK's power was in the way it used GEM with its MACRO libraries, text editor, dialing directories, and reconfigurable options. Well, FLASH has all that and more!

First off is the text editor, this is the area where you can manipulate either your captured text, MACRO commands (called DO files), configuration files, or any other text that you want to load in. You can mark blocks by either the usual elastic band method or be more exact by cursor positioning. You can move, delete and undo. The buffer is extremely large and as a result you will appreciate the forward search feature for finding elusive text. Lastly, portions of text may be blocked out and saved separately to disk. What I found extremely useful was that by capturing my sign on in the buffer, I could then go and with minor modification save it to disk as a 'DO' file which would then give me a perfect auto-logon the next time I called the board.

One of the most impressive things that I have noticed with this version is their 'bullet proof' file transfer. First off you have the option of either standard XMODEM protocol, or the new 1K XMODEM for

faster data transfers. In my house it is not uncommon for someone to pick up the extension and try dialing while I am on the modem in another room. My biggest fear has always been that I would be near the end of a large file transfer which would then (depending on the terminal package) either disconnect completely or at the very least abort the file transfer! Well, it happened twice to me with FLASH and to my amazement both file transfers survived! When it comes to file transfer tenacity my standard is ST-TALK 1.1, I think FLASH will surpass it.

The dialing directory can contain 60 phone numbers each can be linked to one or more LOGON or 'DO' files. You can also load in optional directories (just in case 60 isn't enough!). The 'DO' file itself can contain any command available in FLASH itself. This allows you to automatically configure your system to work at 300 baud for one board and 2400 for the next. It is not necessary for you to physically reconfigure it each time. FLASH comes with a wealth of preconfigured DO files that you can modify for your own use.

You can also use various emulators and translators so that FLASH can emulate a VT100 (ANSI), VT52 (ATARI), or Vidtex (Compuserve) terminal.

It has a FULL translation table so that you can have it able to talk to any other computer and be understood, or filter out or change any data (such as the carriage return on ATARIWRITER files). It comes equipped with an ATARI 8 bit translator, an ST WRITER to 8 bit PaperClip translator (Great for converting Documents).

FLASH gives you 20 redefinable function keys for your own use. These keys can contain any command used in a 'DO' file, and can even call other keys. You can also load in other libraries of redefined keys if you needed them. Your only limitation would be the space on your disk.

Some of the extra configuration features that FLASH is unique for include: controlling the time out factor on XMODEM transfers, your choice of how the file will be padded once finished (CONTROL Z or the size byte), and of course whether you want to transfer files in 1K blocks or 128 byte blocks.

File protocols include the full range of XMODEM (8 bit CRC or CHK or 7 bit CHK), DC2/DC4 (Compuserve option), ASCII, metered ASCII and prompted ASCII (you decide what to wait for). You can also



order other options such as KERMIT (\$24.95 US) and QUICKTRAN (\$34.95 US). QUICKTRAN is fascinating in that it will compress your files even more so that your transfer will be twice as fast. However since this is a file transfer protocol the other end needs to have this installed also.

Another big feature is the option to change the modem string commands for those who may have a 'not so Hayes compatible' modem.

Lastly, for those of you who are tired of pushing the mouse around. You have the option of using direct commands. I use both with equal ease.

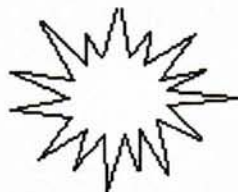
I have to agree with the advertising on this one. FLASH is a dream come true. It is a slick and well constructed terminal package. If I had to find fault it would be minor. If you use the 'DO' files a lot then you need to keep the disk in the machine. Do make sure that you use a backup, don't use the original. I had one system crash (reason unknown) where the entire disk was destroyed. Had it been my original I

would have lost everything. As it was I lost my all my customized files as I hadn't yet gotten round to backing them up.

#### My Recommendations:

If you are serious about using a modem then I would say this is the terminal package to go with. It has enough power to satisfy the most demanding user, and yet can be simply used by the novice without any great modification. At \$39.95(US) it comes with a \$15 introductory package to Compuserve and even if it didn't, it would be worth the price. The bottom line is BUY IT it will be the best purchase you ever made.

Rick Beetham



## PM Interface

### A Powerful PrintMaster Utility

"PM INTERFACE is a GEM based program that will enhance the utility of PrintMaster. PM INTERFACE allows PrintMaster to be integrated with DEGAS and XLEnt graphic utilities. You can use PM INTERFACE to create new PrintMaster graphics and borders using stored graphics and even picture files!"

So says the promo on the back of the PM INTERFACE package. I tried reading that paragraph 4 times and it almost convinced me NOT to buy the program. I put all my trust into two lines just above it that said:

"Creates new PrintMaster fonts  
Creates new PrintMaster borders"  
You know what, It pays to be trusting....

I have found PrintMaster itself to be an excellent program but the borders and fonts soon become rather stale and inflexible. It doesn't matter how innovative you are in creating an icon, as soon as you mix it with your library of fonts and borders it becomes just another PrintMaster creation. Just like the thousand of others that you have seen all over town.

Well now for \$29.95(US) and a bit of effort you can break out of the rut. PM INTERFACE will work on any ST and comes with a total of 6 programs (3 for colour systems and 3 for monochrome). These are: the PM Border Editor, PM Font Creator, and the PM Converter. These three utilities will allow you to create unlimited Borders and Fonts for your PrintMaster program and will also allow you to take portions of Degas Pictures to create icons, and mix all of these into either DEGAS or XLEnt Printware pictures.

I would like to warn everyone however that is isn't all as easy, or as straight forward as it sounds. This package is extremely powerful, but, and I cannot emphasize this enough, it needs a lot of polishing! I recommend that anyone using this package save their work often, be careful at all times, and lastly have patience!

Of the three programs my favorite has to be the PM Border Editor. With this utility you are given a 8 separate grids which you either draw on or incorporate portions of any PM Icon or DEGAS picture and by using an elastic band incorporate them into the border



matrix. It is impossible to use the whole Icon or picture as the border is only half the width of a normal PM Icon. The only drawing assistance you have is the ability to turn pixels on or off one at a time or scroll the whole picture either horizontally or vertically (Note patience is required here as literally each pixel has to be erased then redrawn so it takes a while to scroll one line, let alone half the picture!).

A nice touch is that once one section of the border is drawn it may be copied to a similar section of the border and flipped in order to fit it into the overall border (which is always visible on screen). So all you might need to do is draw out one corner then copy and flip it to fit the other three.

All borders are kept separate while you are working/polishing them. So it isn't necessary to complete your efforts all in one sitting. Once you have 'polished' enough borders you can then create a border library which can then be used with your PrintMaster program. This is how I created PDBORDR1 and PDBORDR2 which are both available through the club library.

The PM Font Creator is another powerful utility that allows you to create (or customize) fonts for use with your PRINTMASTER program. An interesting feature of this program is its ability to use an elastic band to capture portions of DEGAS pictures or whole PM Icons and treat them like a letter of the alphabet. It is technically feasible to have each letter and punctuation mark represented by a different PM Icon which would allow you to put over 3 dozen different Icons into a PM print-out at the same time!!!

I found this program to be extremely difficult to use. It suffers from a host of common faults (which I will get to in a minute), and is extremely easy to crash! It is also very mouse and window intensive with prompts all over the place. For example if you wish to substitute an Icon for a letter of the alphabet you have to 1) Pick the option from the top bar 2) Select the option from the drop down menu 3) Select the Icon from the list of Icons (which may include paging through the list each time) 4) Answering the prompt for which letter to use and then finally 5) Confirming the letter to use. Then you have to go through the entire process all over again for the next letter.

Lastly we have the PM Converter. An interesting utility in itself. With this program you can either mix PM Icons, Letter, Borders with DEGAS pictures or you can use an elastic band to cut parts of these pictures

out and use them as separate PM Icons. Alas the size of the elastic band is extremely small and so the possibility of using DEGAS to create PM Icons is not very realistic, which really is a pity.

As powerful as PM Interface is, it suffers from having a weak "human interface". The manual is extremely poor and assumes that the reader is both intuitive and fully computer smart. You have to be extremely careful using these programs as it is not uncommon to spend an hour adjusting a minor imperfection in your border or font library and then lose everything by just making one little mistake.

A good example of this is when ever you try to save a file back to disk. The filename prompt contains the name of the last file accessed and you have to be careful not to overwrite it!

Another major irritation is the way that all three programs commit you to a course of action. For example: If you try to use the elastic band to capture a part of a DEGAS picture for incorporation into lets say a border you have to carry out the entire capture! Once you choose a corner, that is where your elastic band originates from! Not only that but what ever you capture with the band replaces the graph that you are working on. And there is no un-do or re-size, you're stuck with it! Lastly, the system can lock up at a moments notice effectively eliminating any work done since your last save. This happened to me on several occasions and is inconsistent enough to make it impossible to document it has occurred just after turning a pixel on, pressing the right mouse button by mistake, and by going back to re-edit a letter in the font table!

**In summary:** PM INTERFACE is a very powerful utility but this power has a price. If you are willing to slowly slog through its manual and divine the meaning of its menus; and if you are prepared to be constantly on-guard and save your work often; if you can put up with slow and limited editing capabilities; and lastly if you don't mind re-doing something from scratch just because it is the only way to correct a minor imperfection. Then this program is for you. Otherwise, wait for them to appear in your local club library or bulletin board and don't forget to thank whomever makes new borders or fonts for you. Because brother he paid a high price making them!

**Rick Beetham**



# The Monitor Box A Preliminary Report

Do you wish you had a colour display for your 1040? Are you like me: one of the brave souls who plunked down their hard money for an original 520ST (without RF modulator) and a monochrome system, and now you find out that a colour monitor is going to set you back \$600 + tax? Are you fed up with the amount of programs that work either in colour only? Well, if you are then pull up a chair and listen to hope on the horizon!

Keith Burnage reported in the June Mailbag that he had received a flyer from a little known company (not even the retailers knew of them) called JNL Technologies. They claimed to have created an RF modulator for all Atari computers called The Monitor Box. Well after much investigation (and luck) I managed to track down their Vice President Jeremy Burger and had a very pleasant chat with him.

First off, Yes The Monitor Box does exist (sort of). According to Jeremy the company's engineers have only now just 'perfected' the circuitry for the modulator and it is now capable of showing clean crisp 80 column display without any sparkle or distortion. This has been the main reason why its release has been delayed.

There are presently only 2 units released outside the company, with a third being planned.

One is held by David Beckemeyer of Beckemeyer Development Tools. He is their West Coast representative and has been doing testing and evaluation on his unit.

The second is being given a 'road test' by the keyboardist for Whitney Houston, and the results appear to be quite favourable.

There is a planned release for a third unit to Marty Herzog (ATARI US) so that he can take it to various trade shows and ATARI user groups for their evaluation/demonstration. There is no possibility of us getting a demo unit at this time.

Anyone who has seen the unit has apparently been very impressed. According to JNL ATARI itself

offered to market it (JNL declined) and Broederbund will be reselling a version under their own name.

JNL TECHNOLOGIES in keeping with the motto "Power without the Price" is planning to market the unit for \$79.95US. And for those who have a monochrome monitor they are planning a Monitor Box + which will allow you to connect your monitor to the box and just flip a switch to change from RF/Video colour to HIRES monochrome.

Full production is about to start up and you should start to see units for sale by the end of August or beginning of September. Alas, there are no plans to market their product directly into Canada at this time (no CSA approval needed). So if you want one you will probably have to order from the states.

The Monitor Box is just the first of several new products being planned for the ATARI ST by JNL TECHNOLOGIES. Others being planned include multiple RS232 ports, and 2 different MEGA ST upgrade kits where JNL TECHNOLOGIES will take your 520 or 1040 and turn it into the latest ATARI machine.

For those who can afford it and inside tip courtesy of Jeremy Burger. According to the specifications it is now possible to have one monitor that will handle all three ST resolutions... the THOMPSON ULTRASYN. JNL TECHNOLOGIES will be trying these monitors out on their own system and are willing to publish whatever minor modifications will be needed to make them work.

JNL TECHNOLOGIES has promised to keep me appraised of all progress. Including their new 'add-ons'. For those of you who would like more information:

JNL TECHNOLOGIES  
3460 Harrold St Oceanside NY 11572  
516-678-1367





# LOGISTIK

by GRAFOX

A Preview by C.H.(Harry) Wilkinson

LOGISTIK is an integrated spreadsheet program which incorporates a lot of features not available on the ST until now. Since the introduction of the ST, the only serious spreadsheet available has been VIP Professional, a Lotus 1-2-3 clone. VIP Professional is a very capable spreadsheet, but it was modelled after Version 1A of Lotus 1-2-3. That version, although still in use in many businesses, is no longer the "state-of-the-art", and has been superseded by other MS-DOS versions with more powerful features. For the ST, Logistik appears to bridge the gap to those more powerful versions and goes a little further. For serious spreadsheet users, a macro capability is a must. Logistik has a very powerful macro capability and an auto-learn feature (similar to that in Symphony) to make the user's job easier.

Let's look at a few of the comparisons between Logistik and VIP Professional. Firstly, for anyone already familiar with Lotus 1-2-3 or VIP, Logistik will be an easy conversion. Much of the nomenclature and command structure is similar -- though not identical. Logistik uses a number of "/" commands that perform in much the same way as VIP, although the menu structure in some cases seems a bit slow and clumsy by comparison. This was probably necessitated by the increased options available in Logistik.

Standard techniques are used for moving around the 1024 col x 2048 row worksheet. However, because this program was ported over from an MS-DOS version, the documentation is not entirely in step with the ST configuration. For example, there are frequent references to Page Up, Page Down and End keys; the first two functions can be achieved the same as in VIP with the Shift key + Arrow keys, but the End function, which conveniently resides in the Insert key in VIP, requires the user to program a special function key in Logistik.

Status advisories are less complete in Logistik than I would like to see. Specifically, I found it a bit

disturbing that there is no warning that the worksheet had been altered but not recalculated. Entry of repeating characters (such as a hyphen used to draw a line under a series of numerical columns for totalling) is simplified in Logistik by having one repeat command carry across the entire worksheet until it encounters a non-empty cell. (This has memory implications, so some care is required).

One feature that I was delighted to see, was the ability to move a column or row to a new location on

the worksheet without first having to insert a blank column or row in the new location to accept it. In VIP the MOVE function overwrites whatever is in the new location, which means considerably more effort if you wish to rearrange the worksheet once it has

...for anyone already familiar with Lotus 1-2-3 or VIP, Logistik will be an easy conversion.

been constructed.

Another very nice feature of Logistik is the ability to intermix numerical and text data in expressions used in formulas and logical tests. For example, in an inventory control problem, it would be possible to flag an item for reorder by using an IF-THEN-ELSE decision structure in which the IF statement would ask if inventory levels were below a predetermined figure and if true, the response would be "Reorder" and if false the response would be a blank. This type of structure was only possible with a complex macro in VIP.

Absolute cell references are treated a little differently in Logistik. With the proper option selected, any upper case cell identifier is treated as absolute. This requires fewer keystrokes than in VIP, but it also requires a little extra caution for those who tend to randomly mix upper and lower cases in their command structures.

All the usual functions are available (mathematical, logical, database, financial and statistical) except that Standard Deviation and Variance have been inexplic-

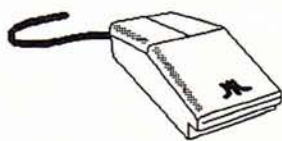


ably omitted from the statistical and database repertoire. In addition to the full range of functions above, Logistik incorporates an entire additional set of Time and Calendar functions to accommodate the task scheduling and program management capabilities of the program. A LOOKUP function has been included, although unlike VIP where your LOOKUP tables can be either vertical or horizontal, Logistik accepts only vertical tables. Also, the syntax for defining the table requires a little extra caution for those with a VIP background.

Logistik can supposedly import files from a variety of formats including dBase, Lotus 1-2-3, ASCII text, Supercalc, Comma Separated Value, and DIF. I have very little experience in this area, but my initial attempts met with less than total success--a problem I attribute to my ignorance rather than any program deficiencies.

### **a macro command language that goes much beyond that of VIP.**

As mentioned earlier, Logistik has a very complete macro capability and a macro command language that goes much beyond that of VIP. However, the command notation is totally different from VIP (which means that the wealth of ideas in the numerous books written by third parties for Lotus 1-2-3 users require a little extra effort to translate the commands into the new notation). A variety of screen control and menu commands has been included that permits the programmer to totally customize his application and hide the Logistik operations and environment from the user (although I have been unable to get the Menu functions to work on my copy as yet). There is even a capability to isolate a section of the worksheet from the operator by the use of passwords, thereby preventing tampering with the program or unauthorized use of sensitive data.



## **NCAUG/ST Disk of the Month #35**

This has been one of the hardest disks yet to select material for: there's so much good STuff that it was hard to pick which should go on the disk. This has to be one of the best yet, with more to come this fall. Thanks to Craig and Bill at Carlingwood Compucentre for providing the downloaded files.

There are 5 programs on this disk:

**EASEL/ST (Demo)** This is demo of Computer Fenestrations' program that lets you replace the desktop with a Degas or NeoChrome picture. The demo version, which runs out of the AUTO folder, is limited to the three pictures (one for each resolution) on this disk.

**MEGAWATT ACCESSORY (Demo)** Wow! This is Darek Mihoka/Ignac Kolenka's latest, with control panel, calculator, drawing program, CLI (command line interface), text editor, and VT52 emulator. The demo version is somewhat limited (read the doc file) to encourage you to buy the release version.

**STONEAGE DELUXE** This is John Hickey's enhanced version of David Addison's latest GFA wonder, Stoneage. This arcade game is somewhat reminiscent of Bolderdash.

**TEMPUS (Demo)** This is a demo of a high speed text editor written by CCD of Germany and distributed by Eidersoft in England. Although the print/save routines are disabled, it is worth looking at just to see how FAST GEM can be!

**X-UTILITIES** This shareware accessory by Forson has become the single most indispensable utility in my library. Functions include formatting, copying and repairing disks (it works!); and printer and keyboard configuration.



# COMPUCENTRE

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7 2 9 - 0 4 4 8

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- Graphing program (Pie, bar, line, hi-low graphs).
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# SPREADSHEETING ON THE ST (c1987 Glenn Brown)

The purpose of this article is to introduce you to spreadsheets, take a look at the spreadsheet software available for the ST, and see how it stacks up to the standards on the IBM-PC and the Apple Macintosh.

## What is a spreadsheet?

A spreadsheet is basically an electronic version of an accountant's columnar pad, with the screen laid out in rows and columns. The intersections of these rows and columns results in boxes, or cells, each of which can have three different types of information: numbers, mathematical formulas or text (labels). The biggest advantage an electronic spreadsheet has is its ability to do quick "what if?" calculations based on varying information.

## SPREADSHEET USES

There are uses for spreadsheets both in a business environment and at home. In the office, tracking records, finances, analyzing statistics, formatting reports, cost estimates, budget preparation are but a few of the many uses. In the home, uses include home accounting, budgeting, tax preparation, and keeping and analyzing statistics (car expenses, a baseball team, etc.). For many, the single most important home use of a spreadsheet will be self-education: with the automation of many offices, knowledge of spreadsheeting concepts is becoming more and more important.

## HISTORY

Created in 1978 and first sold to the public in 1979, VisiCalc was the first spreadsheet program for microcomputers. It was followed in 1980 by SuperCalc which was developed to make the product available for a wider range of Microcomputers (including the Atari 800).

In 1983, Lotus introduced 1-2-3, which added significant improvements to the spreadsheet concept: a much larger sheet size, Boolean math (if-then-else), macros, to name a few. Based on the integration of three functions (spreadsheet-graphics-database), it became the largest selling single piece of personal computer software in history.

Of the other major spreadsheet packages available (Multiplan, Symphony, Excel), the latter is of the greatest interest to ST users because of the similarity between the Macintosh and ST environments. It also includes important features such as macro recording and spreadsheet linking.

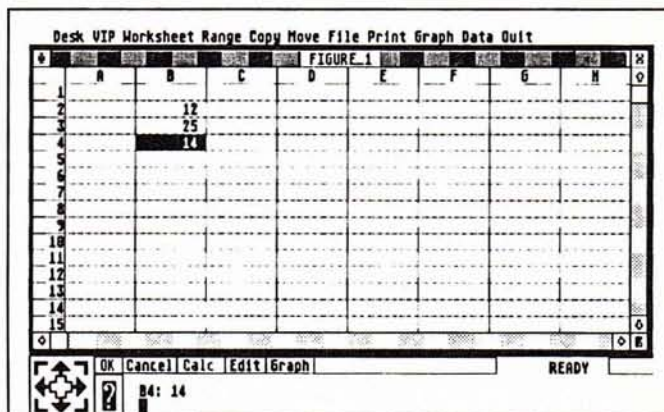
## SPREADSHEET FEATURES:

In order to better understand just how a spreadsheet works, it is essential to understand some of the

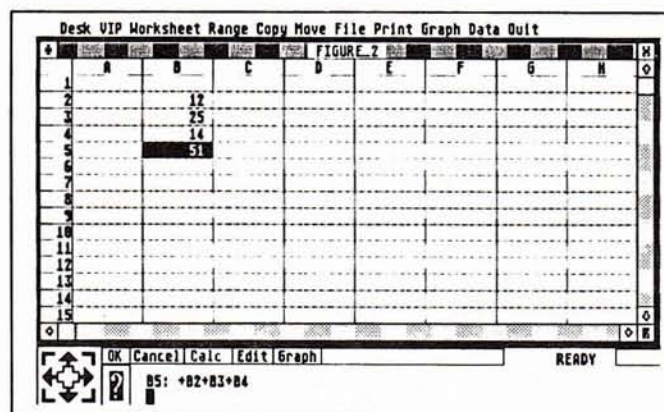
terminology used. First, let's distinguish between the types of information:

Numbers are just that, the data which your spreadsheet needs.

Formulas are a means of telling the program to put a calculated result in a particular cell. For example, shown below (in GEM version 1.2 of VIP Professional), we have the number "12" in cell B2, "25" in cell B3, and "14" in cell B4:



In order to tell the program to put the sum of these two numbers in cell C5, we would enter the formula "+B2+B3+B4" in cell B5 (the first plus sign indicates that a formula is being written). Note that the cell shows the mathematical result (51) and the command line displays the formula (+B2+B3+B4):



Labels (text) are the third type of information that can be put into a cell. In the example below, our numbers start to take some meaning because of their labels:



Desk VIP Worksheet Range Copy Move File Print Graph Data Quit

	A	B	C	D	E	F	G	H
1		Sales						
2	Jan.	12						
3	Feb.	25						
4	Mar.	14						
5	Total:	51						
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								

OK Cancel Calc Edit Graph READY  
B1: Sales

**Functions:** all spreadsheets have built-in functions, which simplify things for the user. Examples include mathematic functions like SUM, AVERAGE, and COUNT; Boolean functions (IF, THEN and OR; trigonometric functions, such as SIN, COS, and TAN; and financial functions like NPV (Net Payment Value) and PMT (Mortgage Payment). Using our example, the formula would become: "@SUM(B2..B4)", which tells the program to add the numbers from B2 to B4. (The ampersand (@) is used by many spreadsheets to indicate a function.)

Desk VIP Worksheet Range Copy Move File Print Graph Data Quit

	A	B	C	D	E	F	G	H
1		Sales						
2	Jan.	12						
3	Feb.	25						
4	Mar.	14						
5	Total:	51						
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								

OK Cancel Calc Edit Graph READY  
B5: @SUM(B2..B4)

**Commands:** all spreadsheets have command to allow you to change the the sheet itself, such as copying or moving cells; inserting rows or columns; and saving, loading or erasing a sheet.

**Macros** are a means of recording keyboard commands for later access. For example, it may take you 22 commands to set up and print a particular report. A properly written macro could reduce that to one keystroke (such as ALT-P). Macros also allow the user to set up (actually program) an environment for the user with custom menus to perform a particular task or tasks. The example below shows three macros written as part of a database cataloging ST software.

Desk VIP Worksheet Range Copy Move File Print Graph Data Quit

	U	V	W	X	Y	Z	AA	AB
1	2	MACROS						
2	3	add	NR	/goto base-(down)-(down)-(down)-(down)-(down)				
3	4			/ir-(right)-(right)-(right)-(right)-(left)-(left)-(left)				
4	5			/xlEnter title: ~title-(right)				
5	6			/xlEnter manufacturer: ~manuf-(right)				
6	7			/xlEnter type: ~type-(right)				
7	8			/xlEnter price: ~price				
8	9			/goto base-				
9	10			/dsd-g				
10	11			/xr-				
11	12							
12	13	delete	NR	/dr-				
13	14			/xr-				
14	15							
15	16	exit	NR	/fscbase-				

OK Cancel Calc Edit Graph READY  
X2:

#### SPREADSHEET COMPARISON:

First, let's have a quick look at the industry standard, Lotus 1-2-3, written for the IBM-PC:

#### Program: 1-2-3

Version: 2.01

Manufacturer: Lotus Development Corporation,  
55 Cambridge Parkway,  
Cambridge, MA 02142

Price: \$595.00

#### SIZE:

Columns: 256

Rows: 8192

Sparse Matrix: Yes

Memory Indicator: Yes

Memory Free: 489136

#### FEATURES:

Database: Yes

Functions: 91

Graphics: Yes

Import Files: Yes

Link Sheets: No (can if using HAL shell)

Logical Functions: Yes

Macros: Yes

Macro Recording: No (yes is using HAL shell)

Windows: Yes (2)

#### EASE OF USE:

Calculator: No (can use Sidekick)

Graphic Interface: No (version 3.0/G will)

Documentation: Excellent

Keyboard Template: Yes

Note Pad: No (use Note-It)

On-Line Help: Yes

Protected: Yes

Sideways Printing: No (use Sideways)

**COMMENTS:** This is the standard against which all other spreadsheets are measured. The current version (2.01) solved the incompatibility problems between versions 1a and 2.0. With version 2 comes significant improvements: sparse matrix, an expanded command language, and the ability to add-in applications. It is



this last capability which has rekindled the development of products, like HAL, 4Word, and others, that run within 1-2-3.

The only other non-ST sheet included in this comparison is Excel for the Macintosh:

**Program: Excel**  
**Version:** 1.03  
**Manufacturer:** Microsoft Corporation,  
 10700 Northup Way,  
 Box 97200,  
 Bellevue, WA 98009  
**Price:** \$575.00

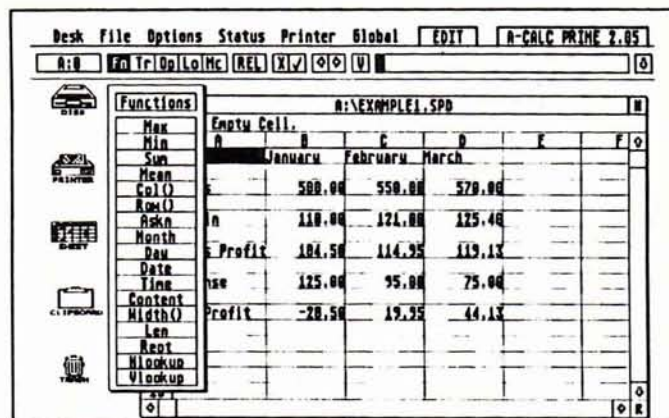
**SIZE:**  
**Columns:** 256  
**Rows:** 16,384  
**Sparse Matrix:** Yes  
**Memory Indicator:** Percentage only

**FEATURES:**  
**Database:** Yes  
**Functions:** 82  
**Graphics:** Yes  
**Import Files:** Yes  
**Link Sheets:** Yes  
**Logical Functions:** Yes  
**Macros:** Yes  
**Macro Recording:** Yes  
**Windows:** Yes

**EASE OF USE:**  
**Calculator:** No (can use any Mac calculator)  
**Graphic Interface:** Yes  
**Documentation:** Excellent  
**Keyboard Template:** No  
**Note Pad:** No  
**On-Line Help:** Yes  
**Protected:** No  
**Sideways Printing:** No

**COMMENTS:** Excel is arguably the best spreadsheet made. Although slower than 1-2-3, the Mac interface makes this spreadsheet much easier to use. Excel also offers macro recording, the ability to link sheets, and a command language second to none.

Now, let's look at the ST spreadsheets:



**Program: A-Calc Prime**  
**Version:** 2.05  
**Manufacturer:** Antic  
**Price:** \$109.99

**SIZE:**  
**Columns:** 256  
**Rows:** 8192  
**Sparse Matrix:** Yes  
**Memory Indicator:** Yes  
**Memory Free:** 708K (all free memory is on a 1040ST)

**FEATURES:**  
**Database:** Yes  
**Functions:** 32  
**Graphics:** No (can export to A-Chart)  
**Import Files:** No (it can import files from A-Calc)  
**Link Sheets:** No  
**Logical Functions:** Yes  
**Macros:** Yes (only relating to a cell)  
**Macro Recording:** No  
**Windows:** Yes

**EASE OF USE:**  
**Calculator:** Yes  
**Graphic Interface:** Yes  
**Documentation:** Good  
**Keyboard Template:** No  
**Note Pad:** No  
**On-Line Help:** No  
**Protected:** Yes  
**Sideways Printing:** Yes

**COMMENTS:** Originally released in the UK as K-Spread 2, this program is an interesting departure from the standard GEM interface, with icons for disk, printer, and clipboard functions. In addition to the normal GEM dropdown menus, clicking on the Fn, Tr, Op and Lo boxes will activate dropdowns for Functions, Trigonometric Functions, Arithmetical Operators and Logical Operators. On the minus side, the program does not include financial functions, the



ability to name ranges, or graphing capabilities, although it can export data to A-Chart, which is an excellent statistics and graphing package. My biggest disappointment was discovering that what they refer to as "macros" are limited to one cell.

EZ CALC					
A	B	C	D	E	F
14		Allowance for bad debts		\$0.00	
15		Inventory Value		\$256,315.16	
16		Fixtures		\$15,164.85	
17				\$35,515.88	
18		Equipment		\$12,246.48	
19		Leased Equipment		\$12,246.48	
20		Accumulated Depreciation		-\$8,336.88	
21		Total Assets		\$327,734.12	
22					
23					
24					
25					
26		LIABILITIES			
27		Accounts Payable		\$73,518.61	
28		FICA Payable		\$31.95	

Program: EZ Calc  
 Version: 1.2  
 Manufacturer: Royal Software,  
 710 McKinley,  
 Eugene, Oregon 97402  
 Price: \$99.00

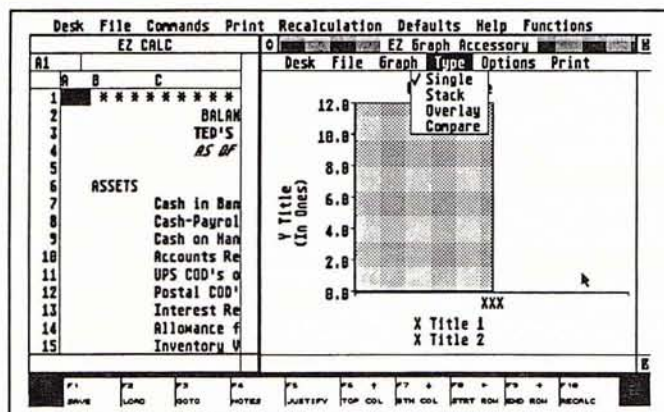
SIZE:  
 Columns: 300  
 Rows: 999  
 Sparse Matrix: Yes  
 Memory Indicator: No

FEATURES:  
 Database: No  
 Functions: 34  
 Graphics: Yes (see below)  
 Import Files: Yes (VIP)  
 Link Sheets: No  
 Logical Functions: Yes  
 Macros: No  
 Windows: Yes

EASE OF USE:  
 Calculator: Yes (see above)  
 Graphic Interface: Yes  
 Documentation: Fair  
 Keyboard Template: No  
 Note Pad: Yes (see below)  
 On-Line Help: Yes  
 Protected: No  
 Sideways Printing: No

EZ CALC					
A	B	C	D	E	F
14		Allowance for bad debts		\$0.00	
15		Inventory Value		\$256,315.16	
16		Furniture & Fixtures		\$15,164.85	
17		Equipment		\$35,515.88	
18		Leased Equipment		\$12,246.48	
19		Accumulated Depreciation		-\$8,336.88	
20					
21		Total Assets		\$327,734.12	
22					
23					
24					
25					
26		LIABILITIES			
27		Accounts Payable		\$73,518.61	

COMMENTS: This spreadsheet has a number of unique features that I feel qualify it as the best "home" spreadsheet. The program displays the function keys along the bottom of the screen (like First Word), allows almost all functions to be done using the mouse, and offers interactive accessories (as shown above, you can drag the results of a calculation into a cell; the screen shown below illustrates a note which can be attached to a cell). The graph accessory is the only accessory I've seen with it's own drop down menus.



```

2  HELP SCREEN
3  -----
4  /C(closes) window, then moves to report section
5  /H(help) will bring you to this screen
6  /P(print) saves, then prints report
7  /R(report) moves data into report
8  /S(saves) sheet
9  /T(titles) sets windows with scroll lock
10
11 MONTHLY REPORT:
12 - load the correct sheet (UNIT0.MKS, etc.)
13 - GOTO (F5) Month (list three letters only)
14 - invoke windows macro (/T)
15 - enter data from sheets
16 - invoke close macro (/C)
17 - select RPTX.MKS (where "X" is Unit)
18 - for Xtract range, type current month (3 letters)
19 - select Rieplace), then press Return
20 - invoke report macro (/R)
21 - select RPTX.MKS (where "X" is Unit)
22 - invoke macro (/M)
23 - invoke macro (/M)
24 - invoke macro (/M)
25 - invoke macro (/M)
26 - invoke macro (/M)
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83 - invoke macro (/M)
84 - invoke macro (/M)
85 - invoke macro (/M)
86 - invoke macro (/M)
87 - invoke macro (/M)
88 - invoke macro (/M)
89 - invoke macro (/M)
90 - invoke macro (/M)
91 - invoke macro (/M)
92 - invoke macro (/M)
93 - invoke macro (/M)
94 - invoke macro (/M)
95 - invoke macro (/M)
96 - invoke macro (/M)
97 - invoke macro (/M)
98 - invoke macro (/M)
99 - invoke macro (/M)
100 - invoke macro (/M)

```

Program: Logistik (originally Logistix)  
 Version: 1.15



Manufacturer: Grafox Ltd.,  
65 Banbury Road,  
Oxford OX2 6PE, England  
Price: \$149.00

#### SIZE:

Columns: 1024  
Rows: 2048  
Sparse Matrix: Yes  
Memory Indicator: Yes  
Memory Free: 518K

#### FEATURES:

Database: Yes  
Functions: 71  
Graphics: Yes  
Import Files: Yes (1-2-3, Supercalc, etc.)  
Link Sheets: Yes  
Logical Functions: Yes  
Macros: Yes  
Macro Recording: Yes  
Windows: Yes

#### EASE OF USE:

Calculator: No  
Graphic Interface: No  
Documentation: Excellent  
Keyboard Template: Yes  
Note Pad: No  
On-Line Help: Yes  
Protected: No  
Sideways Printing: Yes

COMMENTS: If you can live without the GEM interface, this is the best spreadsheet out for the ST. It addresses several of the shortcomings of 1-2-3 (macro recording, linking sheets), adds a powerful command language, and includes Time Management and Project Scheduling capabilities. (Shown below is the calendar.)

July 1987						
Mon	Tue	Wed	Thu	Fri	Sat	Sun
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

9:00	9:30	10:00	10:30	11:00	11:30	12:00	12:30
------	------	-------	-------	-------	-------	-------	-------

468K 7/ 9/87 (on)  
CALENDAR EDIT: Arrow keys to move around, <Last month, >Next month, =Goto,  
SPACE to change, ENTER to accept, ESC to cancel

Desk File Edit Worksheet Range Graph									
OK Cancel Calc Edit Graph MENU									
	A	B	C	D	E	F	G	H	I
27	-YTD	9.0%	9.7%	0.3	0.0	19.8	22.7	2.3	
28									
29	May	5.0%					14.0	2.3	
30	-YTD	18.0%					26.7	4.5	
31									
32	June	7.5%					19.0	1.9	
33	-YTD	25.5%					55.7	6.4	
34									
35	July	6.0%					21.0	1.5	
36	-YTD	31.5%	32.0%	0.9	0.0	69.2	76.7	7.9	
37									
38	Aug	6.9%	7.2%	0.2	0.0	15.2	18.0	1.7	
39	-YTD	38.4%	39.2%	1.2	0.0	84.5	94.7	9.7	
40									
41	Sept.	7.9%	8.3%	0.2	0.0	17.4	20.6	2.0	

#### Program: Masterplan

Version: 1.0  
Manufacturer: Ditek International Ltd.,  
2651 John Street, Unit 3,  
Markham, Ontario L3R 2W5  
Price: \$169.00

#### SIZE:

Columns: 256  
Rows: 8192  
Sparse Matrix: Yes  
Memory Indicator: No

#### FEATURES:

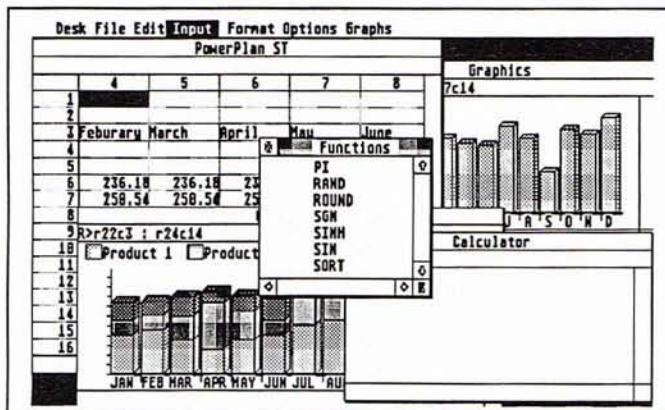
Database: No  
Functions: 47  
Graphics: Yes  
Import Files: Yes  
Link Sheets: No  
Logical Functions: Yes  
Macros: No  
Windows: Yes

#### EASE OF USE:

Calculator: No  
Graphic Interface: Yes  
Documentation: Good  
Keyboard Template: No  
Note Pad: No  
On-Line Help: Yes  
Protected: No  
Sideways Printing: No

COMMENTS: Masterplan is basically VIP (or 1-2-3) without database or macros. Although I wouldn't want to do without either, the price difference is significant. 1-2-3 compatibility make this a great choice for someone who needs to learn spreadsheeting for his or her job.



**Program: PowerPlan**

Version: 3.1  
 Manufacturer: Abacus Software  
 P.O. Box 7219, Dept. NB,  
 Grand Rapids, MI 49510  
 Price: \$99.00

**SIZE:**

Columns: 65,536  
 Rows: 65,536  
 Sparse Matrix: No  
 Memory Indicator: Yes  
 Memory Free: 816124

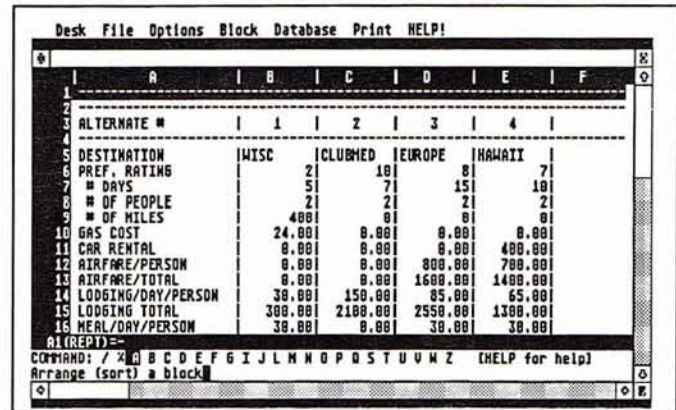
**FEATURES:**

Database: Yes  
 Functions: 24  
 Graphics: Yes  
 Import Files: Yes (Datatrieve)  
 Link Sheets: No  
 Logical Functions: Yes  
 Macros: No  
 Windows: Yes

**EASE OF USE:**

Calculator: Yes  
 Graphic Interface: Yes  
 Documentation: Good  
 Keyboard Template: No  
 Note Pad: No  
 On-Line Help: No  
 Protected: No  
 Sideways Printing: No

**COMMENTS:** This spreadsheet, which was written by Data Becker of Germany, uses the R1C1 notation (similar to Multiplan). While it is one of the biggest spreadsheets I've ever seen, its unlikely that you'd ever use it without sparse matrix. (Sparse matrix is the ability to store blank cells without taking up large amounts of memory. Putting the number "1" at the bottom right-hand corner of an otherwise blank PowerPlan spreadsheet takes 589,994K!). It is hampered by the lack of financial functions and the "calculator" is a blank box in which to do calculations.

**Program: Swiftcalc ST**

Version: 1.0  
 Manufacturer: Timeworks, Inc.,  
 444 Lake Cook Road,  
 Deerfield, Illinois 60015  
 Price: \$99.00

**SIZE:**

Columns: 256  
 Rows: 8192  
 Sparse Matrix: Yes  
 Memory Indicator: Yes  
 Memory Free: 638014

**FEATURES:**

Database: No  
 Functions: 27  
 Graphics: Yes  
 Import Files: Yes (Data Manager)  
 Link Sheets: No  
 Logical Functions: Yes  
 Macros: No  
 Windows: Yes

**EASE OF USE:**

Calculator: No  
 Graphic Interface: Yes  
 Documentation: Excellent  
 Keyboard Template: No  
 Note Pad: No  
 On-Line Help: Yes  
 Protected: No  
 Sideways Printing: Yes

**COMMENTS:** This is the weakest link in the otherwise outstanding Timeworks applications series for the ST (Data Manager ST and Word Writer ST being the other two). It appears that they took a good text-based spreadsheet and shoehorned it into GEM. On the plus side, it has excellent graphics and printing support, including Funk Software's Sideways printing. The documentation for this (and the other programs in the series) is first rate.



Because of Timeworks reputation for support, I thought I'd call and see what plans they have for upgrading SwiftCalc. I talked to Ellen Addler, who is working on version 2.0, which they plan to release this fall. Here are some of the changes coming:

- the GEM interface has been completely redone
- windows can be resized and moved
- the screen update speed has been improved
- the pull-down menus and the slash commands have been made more consistent
- improved dialog boxes

Those buying SwiftCalc this fall would be best advised to wait for the improved version.

Desk VIP Worksheet Range Copy Move File Print Graph Data Quit									
		UNITC							
		D	E	F	G	H	I	J	K
77	Plan	ance	Plan	Actual	Variance	Plan	Actual	Efficiency	
78	71%	28.1	36.0	28%	1.350	1.803			
79	43%	319.4	469.0	47%	1.350	0.808			
80	19.6	15.0	-23%	17.8	27.0	52%	1.100	0.556	
81	222.2	125.5	-44%	202.0	176.0	-13%	1.100	0.713	
82	0.4	0.5	11%	24.9	50.0	101%	0.010	0.010	
83	5.1	5.3	4%	283.3	675.0	130%	0.010	0.008	
84	3.2	0.3	-89%	2.3	3.4	45%	1.340	0.100	
85	36.0	110.0	208%	26.7	70.0	162%	1.340	1.583	

OK Cancel Calc Edit Graph READY

B77: Splits worksheet display

#### Program: VIP Professional

Version: GEM version 1.2/Text version 1.2  
 Manufacturer: Ditek International Ltd.,  
 2651 John Street, Unit 3,  
 Markham, Ontario L3R 2W5  
 Price: \$349.00

#### SIZE:

Columns: 256  
 Rows: 8192  
 Sparse Matrix: Yes  
 Memory Indicator: Percentage (GEM)/Yes (Text)  
 Memory Free: 506576 (Text)

#### FEATURES:

Database: Yes (see below)  
 Functions: 41  
 Graphics: Yes  
 Import Files: Yes  
 Link Sheets: No  
 Logical Functions: Yes  
 Macros: Yes  
 Macro Recording: No  
 Windows: Yes

#### EASE OF USE:

Calculator: No  
 Graphic Interface: Yes (or no if text version)  
 Documentation: Good

Keyboard Template: No  
 Note Pad: No  
 On-Line Help: Yes  
 Protected: No  
 Sideways Printing: No

**COMMENTS:** Last (alphabetically only- VIP was the first spreadsheet out for the ST), but certainly not least, VIP is a clone of version 1a of Lotus 1-2-3. The GEM integration is good (you can now define ranges larger than the screen with the mouse), and the speed is close to the text version. If you really need speed, and are willing to sacrifice the GEM interface, get the text version. Those needing compatibility with their office system (VIP will read Lotus files created on a 3.5" IBM directly), or who want to use one or more of the hundreds of books written on 1-2-3 should look no further.

**CONCLUSIONS:** As you can see, ST users now have a choice (at least insofar as choosing a spreadsheet): for home use I'd recommend EZ-Calcul (if you want 1-2-3 compatibility) Masterplan. For those who want power, Logistik is an obvious choice, providing you can live without the GEM interface. Those who want GEM (and 1-2-3 compatibility) should stick with VIP Professional.

**RECOMMENDED READING** There's a lot written on spreadsheets, particularly 1-2-3. Remember when entering advanced applications that you have to understand what you're doing if you want to have any hope of debugging the end result.

A great introductory book: Using 1-2-3 (make sure its the 1a version!) by Geoffrey T. LeBlond and Douglas Ford Cobb published by Que Books

For those who want to get into macros: The Hidden Power of Lotus 1-2-3: Using Macros by Richard W. Ridington, Jr. and Mark M. Williams published by Brady Communications Co.

Two magazines for hopeless fanatics:  
 The Absolute Reference published by Que Corp.  
 Lotus Magazine published by Lotus Publishing Corp.

Good luck!



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This fast, 2-pass Compiler converts your finished *GFA BASIC* programs into compact, faster-running machine-language files. These self-contained files run without the aid of a runtime module! *GFA Compiler* greatly enhances the speed and power of the already superb *GFA BASIC*.

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### GFA Vector

Now you can create and manipulate astounding images and optical effects, and place them into your *GFA BASIC* programs. Since *GFA Vector* creates pictures written entirely in machine language, you are able to rapidly update the screen, thus allowing the creation of real life animations!

**\$49.95**

### GFA Companion

*GFA BASIC* owners now have an incredibly useful tool available that will cut the time and annoyance often associated with programming in GEM with BASIC. *GFA* users can build Radio Button Boxes, Dialog Boxes, Help Boxes, Sliders, Error Boxes and more with *GFA Companion*.

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*GFA Object* is a program for constructing three dimensional pictures that can be manipulated in free space through rotation, re-sizing, and displacement. Objects created in *GFA Object* can be used in *GFA Draft Plus*, *GFA BASIC*, and *GFA Vector*. *GFA Object* is a great addition to your *GFA* library!

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Small items such as ads for articles wanted or for sale, questions, problems, tips, or other brief messages will be placed in this section free of charge to NCAUG members.

## MAGAZINES FOR SALE

Antic, Analog (back to first issues),  
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Warship (XE) ..... \$40  
Battlecruiser (XE) ..... \$40  
Warship & Battlecruiser (XE) \$60  
MicroLeague Baseball  
+ MLB Box Score/Stats Compiler  
+84/85 Player Stats/Team Disk  
(XE)..... \$40

## XE MAGAZINES AND ACCOMPANYING DISK

Why pay high prices for a single back issue when you can get a whole year of back issues at a fraction of the cost, and at the same time get the programs all on disk. Each package includes a holder, for the magazines, and a disk case as well. Please note that magazines will not be sold individually. A "D" denotes magazine and disk packages.

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Vol.2 #1(Apr.'83) - #12(Mar.'84)

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- #12(Apr.'85) D

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- #12(Apr.'86) D

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Keith Burnage ....  
592-0479 ....  
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TOMMY ROBBS

(613) 256-3132

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## ABOUT THE COVER

This months' cover illustrates some of the spreadsheets available for the ST. The images are all snapshots of screens that Glenn Brown made from programs for his feature article. The Degas format snapshots were then loaded into Publishing Partner at 50% size, laser printed, then pasted up conventionly as a montage. The montage artwork was then reduced on a PMT camera, pasted on the cover artboard, then printed.



# NCAUG NEWSLETTER INDEX By Alex Weatherston

This index covers the 18 issues of The NCAUG Newsletter from May 1984 to March 1986. Most articles in these issues were submitted prior to the introduction of the ST. Later articles relating specifically to the ST are identified as such in the index.

## page month

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Questionnaire- Adven. Games	16	Feb 85
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------------------------------	----	--------

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### GAME REVIEWS:

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Star Wars	6	Sep 84
Seven Cities of Gold	5	Sep 84
Ultima IV-Quest of the Avatar	12	Mar 86
Zork I (with map)	9	Feb 85

### GAMING SIG TALK:

Arcade Game Evolution	11	Mar 86
Ideas for Gaming SIG	5	Nov 85
Manual Use	11	Feb 86
Software Company Awards 1985	14	Jan 86
Tournaments:		
Pole Position-	2	Jun 84
New Fall Action-	4	Oct 84
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### GENERAL:

An ST at the Office	21	Mar 86
Christmas Software Wish List	8	Nov 86
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Number Crunching with your PC	8	Feb 86
The 20 Best Atari Programs	5	Oct 84
Your Personal Net Worth-Accounting Package	3	May 85

### GRAPHICS AND FONTS:

3D Computer Graphics,Glasses	4	Oct 84
Art on the Atari is Fun	4	Jun 84
Binary Number Chart	12	Oct 85
Christmas Theme Art Contest	11	Feb 85
Colour Printing -	4	Jan 85
	18	May 85
Designing a Graphics Picture	5	Mar 85
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GEMFONT-Printer Utility	4	Sep 84
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Magic Lantern Slide Show:		
Planning -	2	Sep 84
Slide Show Program -	7	Oct 84
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Print Font Utilities: Fancy Writer and MegaFont II	11	Feb 85
Review of Several Graphics Programs:		
Part I -	7	May 85
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The Typesetter	11	Sep 85
Types of Computer Graphics and Graphics Planning	16	Nov 85

### HARDWARE:

68000 Chip Specifications	8	Jan 85
Atari Acoustic Modem Problems	8	Oct 84
Floppy Disk Port-4 Drives (ST)	10	Mar 86
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Printer Comparisons:		
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Printer Interface off Joy-stick Port	10	Mar 86
Proposed 1090ST Specifications	17	Mar 86
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Screen Noise (ST)	1	Mar 86
TOS in ROM vs TOS on Disk (ST)	20	Mar 86

### HUMOUR:

Computer Wise-Lingo	10	Apr 85
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### MUSIC:

MIDI Keyboard (ST)	24	Nov 85
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### NCAUG CLUB INFORMATION:

Election Results 1985	7	Feb 85
Membership List	16	Feb 86
Purpose of New Sigs in Club	4	Dec 84
Where Does the Club Go From Here?	10	Oct 85

### NEWS: (major articles,chronological)

Irwin-Atari Agreement in Canada	6	Nov 84
Las Vegas Pre-CES Hardware News	5	Jan 85
Las Vegas CES-ST and XE Plans	5	Feb 85
COMDEX-ST and XE Plans, Software	3	May 85
Chicago June '85 CES-ST and XE	3	Jun 85
COMDEX-ST and XE News	18	Nov 85
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News from Atari: (ST) - (ST) - (ST) and (XE)-	25	Jan 86
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### NEWSLETTER:

How to Write a Newsletter Article	6	May 84
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### PROGRAMMING:

A Snazy Menu in BASIC (repeated on p.2 of Jan 1986 issue)	2	Nov 85
Assembler/Editor Cartridge	7	Jun 84
Easter Date BASIC Program	6	Oct 84
Kyan Pascal	17	Jun 85
Pokey-Atari Sound Chip	8	May 84
Tab Function for Atari BASIC	6	Jun 84

### RAMTOP REMARKS: (chronological)

"Live It Up 84" Discussion	1	May 84
Planning for "Live It Up 84"	1	Jun 84
Fee Change, Planning for Show	1	Sep 84
End of Atari User Group Support	1	Oct 84
New Atari Canada, 1985 elections	1	Nov 84
SIGs Started, Newsletter Fees	1	Dec 84
Atari Hardware Announcements	1	Jan 85
First NRC Meeting, Volunteers	1	Feb 85
Review of Second Year of NCAUG	1	Mar 85
Themes for Saturday Meetings	1	Apr 85
Toronto Computer Fair - May '85	1	May 85
ST News, NCAUG BBS	1	Jun 85
Software vs Hardware Growth	1	Sep 85
Praise of the ST	1	Oct 85
Toronto Computer Show	1	Nov 85



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Reorganization of NCAUG	1	Jan 86
ROMTOS, Atari User Group or Atari <u>Used</u> group?	1	Feb 86
Changes in Meeting Times	1	Mar 86

#### SNEAK PEAKS: (chronological order)

Atari Smash Hits #1, Lode Runner's Rescue, Situation Critical, Alternate Reality, Clash of Wills, Computer Quarterback, Colonial Conquest, Gunship	9	Oct 85
Temple of Asphai Trilogy, Silent Service, Mind Forever Voyaging, Spellbreaker, Sundog	5	Nov 86
Panzer Grenadier, Battle of Antietam, Conflict in Vietnam, CrimsonCrown-ST, Transyl- vania - ST, Movie Maker	15	Jan 86
Heart of Africa, West, Zorro, Spy vs Spy II	13	Feb 86
Battalion Commander, Nam, Phantasie, U.S.A.A.F	15	Mar 86

#### ST COMMERCIAL SOFTWARE:

List of Commercial Software for the ST: -	26	Nov 85
-	23	Mar 86
Software Upgrades	19	Mar 86

#### ST NCAUG DISK OF THE MONTH AND LIBRARY: (chronological)

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Highlights of Disk # 2	11	Jan 86
Software Library List	25	Jan 86
Description of Disk # 3	18	Feb 86
Software Library List	17	Mar 86

#### TELECOMMUNICATIONS SIG:

300 vs 1200 Baud Discussion	8	Oct 84
ASCII/ATASCII Explanation	16	Oct 85

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AMODEM Terminal Program	9	Jan 85
ARIES Startup on TBC-1 BBS	8	Sep 84
Atari Acoustic Modem Problems	8	Oct 84
Compuserve BBS, Fees, Sign Up	9	Oct 84
Index of NCAUG BBS software	-	-
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Mpp-1000E Modem Review	18	Jun 85
Multi-User System 3 Board	7	Jan 85
NCAUG Line BBS Startup	8	Feb 85
North American Atari BBS #s	7	Dec 84
Null Modem Cable:	-	-
-PC to Atari	16	Oct 85
-XE to ST	6	Mar 86
Ottawa BBS Systems, Fees	7	May 84
Password Safeguarding	13	Nov 85
Review of Ottawa BBSs	7	Jan 85
Squeezed Files (ST)	6	Mar 86
Telebyte Backgrounder	6	Apr 85
Telebyte System 3	6	Dec 84
The SOURCE- BBS Description	9	Jun 84
Uploading to a BBS-Problems	9	Oct 84
Volkmodem Cable Connector	5	Apr 85
Volkterm Terminal Program 1.0	8	Feb 85

#### THE EDITOR WRITES:

NCAUG Newsletter #1	1	May 84
Need for Magazine Reviews	1	Jun 84
Call for More Articles	1	Sep 84
"Live It Up Show" Discussion	1	Oct 85
Newsletter Problems	1	Nov 84
New Charge for Newsletter, SIGs	1	Dec 84
More Club Executive Needed	1	Jan 85
SIG Newsletter Submissions	1	Feb 85
Call for More Articles	1	Mar 85
Lack of Submissions	1	Apr 85
Second Year of Newsletter	1	May 85
Future Success of Atari	1	Jun 85
Call for More Articles	1	Sep 85
Possible Newsletter Improvements	1	Oct 85
Biggest Newsletter to Date	1	Nov 85
First Time Contributors	1	Jan 86
New Staff, Distribution	1	Feb 86

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New Editorial Department	1	Mar 86

#### TIPS AND BUGS:

File Conversion: 800 to 800+	2	Dec 84
Renaming Files on one Disk	-	-
Having the Same Name	7	Sep 84
Summer Games Glitch	9	Apr 85
Tips on the ST: Saving the GEM Desktop, Dead Mouse, Renaming Icons, Printing the Screen, Installing Application Document-Type, "ESC" Key, Upgrading to One Meg, Folders, Copy Programs, Types of Programs, ST Programming, Hardware Notes, TOS Notes	19	Feb 86

#### UTILITIES AND DISK OPERATING SYSTEMS:

DOS Overview	5	May 85
Poking the XL Operating System	8	Jun 84
Screen Dump Utility	10	Jan 85
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#### WORDPROCESSING:

AtariWriter Plus	4	Feb 85
AtariWriter Plus	9	Feb 86
DOS 2.0, 2.5 and 3.0 as Word Processors	18	May 85
Microtext Version 2.0	6	May 84
Speedscript 3.0	17	May 85

#### XE NCAUG DISK OF THE MONTH AND LIBRARY: (chronological)

Software Library List	13	May 85
February 1986 Disk	12	Jan 86
Software Library List	5	Feb 86
April 1986 Disk	5	Mar 86
Documentation Needed in Library	5	Mar 86

## EMPLOYMENT OPPORTUNITIES IN THE NCAUG

Yes, the NCAUG has a few career positions available for immediate occupancy. **Why wait ....** start your new career in the NCAUG today! We're looking for a few good men (or women) to fill some choice vacancies in the internationally famed NCAUG organization. Do you have what it takes to join our team?

Positions available for immediate occupancy include:

**President ST** - Applicants for this position should be warned of the long hours, little pay (none), and great responsibility of this position. (If anything goes wrong, you get the blame.)

**Store Contacts** - We need people to represent the NCAUG at the following stores: Compucentre (Carlingwood), TGF (Bank and Hunt Club), and Computer Concepts (Bells Corners). These contacts would handle the NCAUG disks, Bytown Bytes, and advertising requirements for their store.

The staff of the world renown 'Bytown Bytes' is being expanded, and this may be your only oppor-

tunity to join this elite group.  
Vacancies include:

**International Advertising Coordinator** - This person will have to handle the contacts with non-local advertisers.

**Bulk Mailing Coordinator** - This person will have to ship to and invoice non local contacts who carry Bytown Bytes.

**Meeting Newsletter Coordinators (1 XE, 1 ST)** - These people will co-ordinate the distribution of Bytown Bytes, and Current Notes at the XE or ST meetings.

Other positions on the newsletter staff are also available, please ask!

Seriously though folks; we really do need people to fill these valuable positions. If everyone will do a little work for the club, then no one will have to do too much work. If you are interested in one of these positions, please give me a call.

Bob Thompson  
Editor, Bytown Bytes  
Home: 723-7453 Work: 996-0740

Uncle SAM (Trameil) wants you!!!



## Bytown Bytes SURVEY CARD #4 - September/October 1987

Please fill out the following sheet and return it to the editor, Bytown Bytes. You can return it at the next meeting, drop it off at G Plus, 130 Albert St., mail it to our mailing address, or give it to me in person.

If you don't want to destroy this page, please submit a photocopy.

Your comments will be most welcome.

Please rate each of the articles on a scale from 1 to 5 (1 is terrible, 5 is great). Please rate each article on level of interest (does the topic interest you), and on execution (how well was the article written or displayed).

ARTICLE	LEVEL OF INTEREST					EXECUTION					COMMENTS
Ramtop Remarks	1	2	3	4	5	1	2	3	4	5	
The Editor Writes	1	2	3	4	5	1	2	3	4	5	
Contest Results	1	2	3	4	5	1	2	3	4	5	
Byte This	1	2	3	4	5	1	2	3	4	5	
A Bit of Rib	1	2	3	4	5	1	2	3	4	5	
Sneak Peeks	1	2	3	4	5	1	2	3	4	5	
The Mailbag	1	2	3	4	5	1	2	3	4	5	
Toronto Show	1	2	3	4	5	1	2	3	4	5	
Visiclues	1	2	3	4	5	1	2	3	4	5	
Modem Madness	1	2	3	4	5	1	2	3	4	5	
Tips & Bits	1	2	3	4	5	1	2	3	4	5	
XE Library	1	2	3	4	5	1	2	3	4	5	
STuff	1	2	3	4	5	1	2	3	4	5	
ST Tips	1	2	3	4	5	1	2	3	4	5	
Spreadsheets Intro	1	2	3	4	5	1	2	3	4	5	
Connect 5.25" Drive	1	2	3	4	5	1	2	3	4	5	
Flash Review	1	2	3	4	5	1	2	3	4	5	
PM Interface Review	1	2	3	4	5	1	2	3	4	5	
Monitor Box Review	1	2	3	4	5	1	2	3	4	5	
Logistik Review	1	2	3	4	5	1	2	3	4	5	
ST Disk #35	1	2	3	4	5	1	2	3	4	5	
Spreadsheet											
Comparison Article	1	2	3	4	5	1	2	3	4	5	
Classified	1	2	3	4	5	1	2	3	4	5	
About the Cover	1	2	3	4	5	1	2	3	4	5	
NCAUG News. Index	1	2	3	4	5	1	2	3	4	5	
NCAUG Employment	1	2	3	4	5	1	2	3	4	5	
Survey Card	1	2	3	4	5	1	2	3	4	5	



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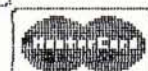
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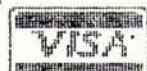
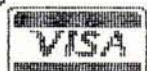
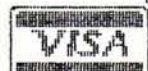
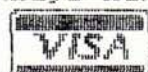
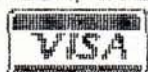
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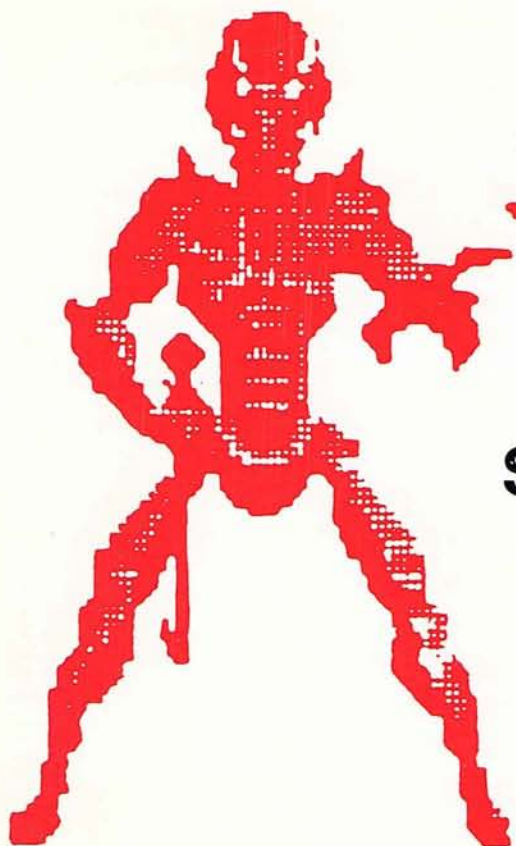
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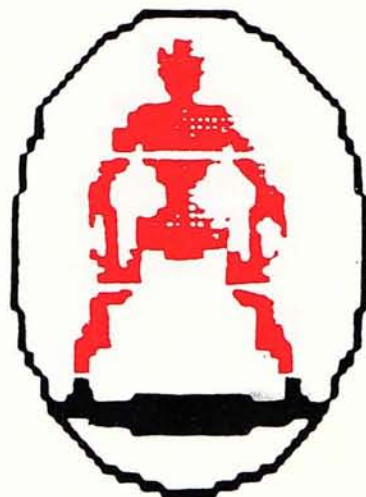




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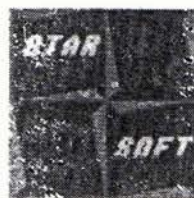
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